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GAMEPRO

An IDG Communications Publication

Michael Jackson's Moonwalker

Check Out One Smooth Criminal in Our Part II ProView! Pg. 46

24 Pages of Blockbuster New Games!

Captain Skyhawk • Spot Aerial Pursuit • Gaidakon Boulder Dash • Devil's Crush

Skate or Die!

Get Rad'n Bad in This NES Special Feature, Pg. 24

NEC Color Handheld TurboChips To Go!

August 1990

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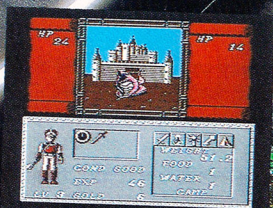
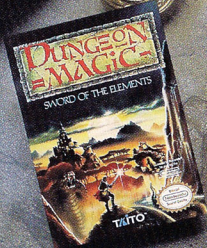


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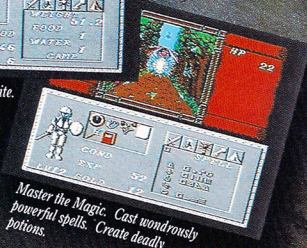
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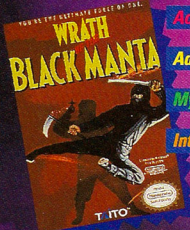


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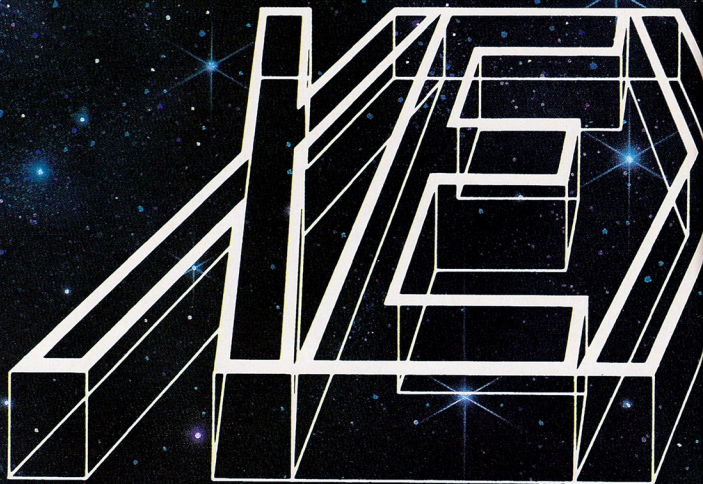
Rated 4 out of 5 for graphics and sound, challenge and theme/fun on the Power Player Meter!

Nintendo Power,
March/April 1990



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HIT 'EM HIGH WITH CAPTAIN SKYHAWK.

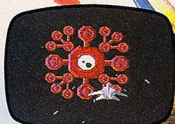
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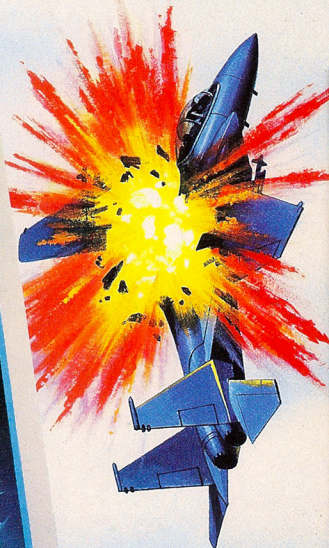
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MB
MILTON
BRADLEY

No Games Hit Harder.



Michael's Moonwalker, Part II. See page 46.



Hands-on fun! See page 18.



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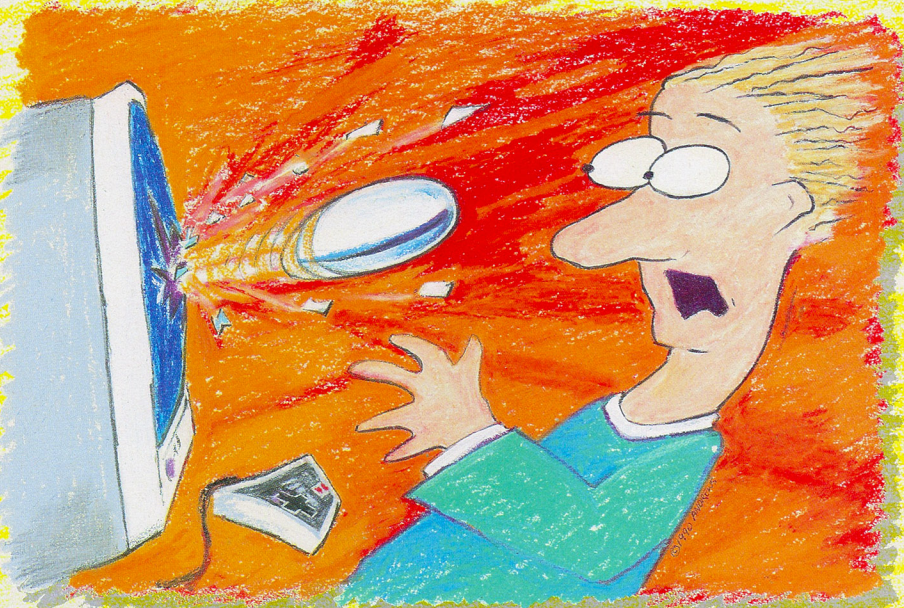
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The latest and greatest in video game news.



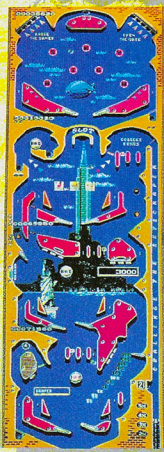
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Survival of the Fittest

By the GamePros

We're writing this having just returned from the Consumer Electronics Show in Chicago. And what stood out at the show? The main thing that struck us was the incredibly overwhelming number of video game products available – different game systems including new hand-held units, a diverse array of snazzy peripherals to spice up your gaming, and most impressive – and scary – of all, hundreds of different games.

The main players were out in force. The gigantic Nintendo booth seems to grow larger with every show. This time the booth housed well over 55 licensees, all showing new games for the NES and Game Boy. Some games were exciting. Some were ho-hum. Overall we were left dazed and confused, trying to keep all of the new products straight in our minds. The Sega and the NEC booths were smaller, but each was packed with new games and licensees. Sega was joined by about 20 companies now making games for the Genesis, including the likes of Electronic Arts, Namco, and other software giants. Similarly, NEC displayed their own new titles as well as those of over 10 different licensees. NEC also announced the fall release of their exciting TurboGrafx compatible hand-held unit, the TurboExpress (see The Cutting Edge).

And the upshot of all of this? Over and over again we asked ourselves: How are we going to cover all of these new products, and how are GamePros going to decide which games are for them? An even more thought-provoking question is: Can all of these companies continue to spew out new games without glutting the market?

We'll climb out on a limb and try to answer the second point first. A prediction – we're going to start to see first-hand examples of the principle of Survival of the Fittest. Some game companies may not make it because their titles aren't strong enough to sell well to increasingly sophisticated gamers. Our hope is that competition will encourage the development of stronger, more innovative game titles. And that should benefit GamePros everywhere!

But for GamePros the more important question is how to pick the best titles for your personal game library? Here at GamePro we have the luxury of checking out games first-hand, either at the Consumer Electronics Show or via review copies sent to us by the game companies. We can pick or choose our favorites without worrying about the impact on our wallets. Unfortunately, GamePros around the country have to make their game-buying decisions in different ways – reading magazines, getting advice from friends, renting games to check them out, and sometimes just taking a chance on a title that sounds great.

As the game market changes we're concerned that we may need to make some changes in the way we cover the market in order to ensure that you get the information you need to make wise gaming decisions. So once again we need your input. Write us and let us know how you make your buying decisions and how we can better help you to make them. We want to make sure that you walk into your local game retailer and walk out with a super game and no headache.

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Revenge of the Gator™

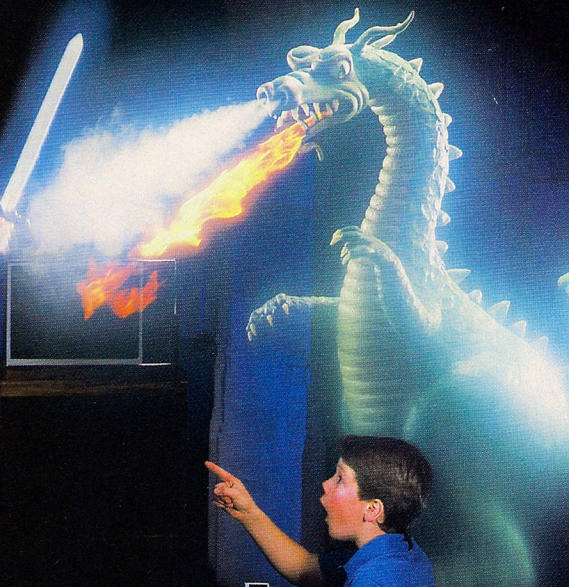
'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.





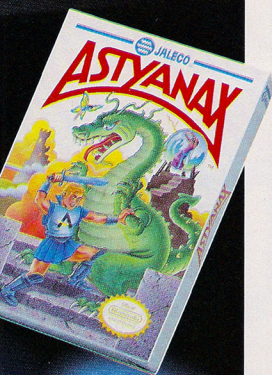
A SIGH....
LET'S GO.....

The legend lives on.

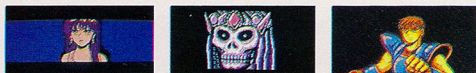


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The name is **Astyanax**™—à-STĪ-à-nāx—and the game is unrelenting, mind-boggling action. Trapped in the nightmare world of Remlia, his only path back to reality is blocked by a hostile army of incredibly large and hostile monsters. His only hope: rescue Princess Rosebud from the clutches of the evil wizard Blackhorn.



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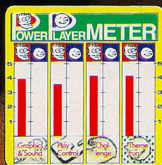
3 magic spells, fueled by 5 mystical power sources.

At your command are: Bind, to freeze your enemies in their tracks; Blast, a furious fireball which few can survive; Bolt, an awesome charge of deadly destruction. Choose your weapons carefully—axe, spear or sword. Wield them mightily to smash the Gold Statues and collect their power items: Power Supply increases your striking power; Potion restores lost life; 1-Up gives you an extra life; Wing enables you to swing your weapon faster; Cutie changes weapons or increases spell power.

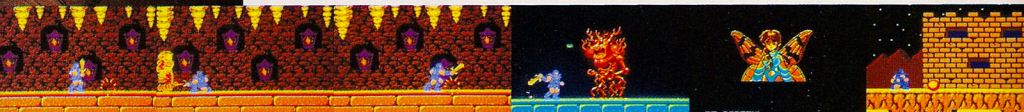


Astyanax is filled with large, realistic creatures that rival the most detailed 16-bit characters on the screen today. There are 12 exciting stages of play and vertical and horizontal scrolling levels that constantly expand the kingdom—features that place **Astyanax** high on the Nintendo Power Player Meter.®

If you'd go to the ends of the Earth in your search for the perfect video game for your NES, you're certain to find a home in Remlia. With **Astyanax**.

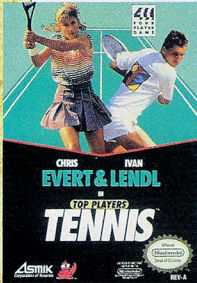


Live Action That Never Ends.





Boomer's Adventures in Asmik World is the story of a last-chance warrior who battles an evil warlord and his army of mutant guards.



Top Players' Tennis is the only four-player tennis game developed for the NES. When pros, Evert and Lendl are at your side, you can't lose.

FACE

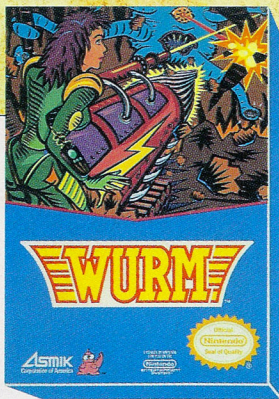


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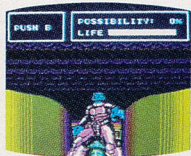
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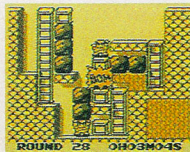
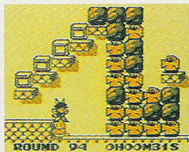


ME



If these games aren't exactly up your alley, then there's Catrap, a unique labyrinth of complicated mazes and monsters that seems to go on forever. And if you manage to solve Catrap's puzzle, amaze your friends by designing your very own mazes for the labyrinth.

So, if you think you have the guts to play with us, then you know what you have to do. Face me.



Oh Where Oh Where Did NEC's Hand-Held Go?

Some months ago I read in several different magazines about NEC's new hand-held game unit but, lately, I haven't heard much about it. Is the unit still going to be released in the United States? If so, when will it be available? I'm also interested in finding out if there are going to be any games especially designed for the unit?

Duncan Walker, Fort Lauderdale, FL

(For the latest on NEC's hand-held game unit, the TurboExpress, see the Cutting Edge on page 18 - Ed)

I Don't Get It??

In your June issue of GamePro Sega advertised their Genesis system with different sports games shown. One is "Pat Riley Basketball." The ad led me to believe that this game was available for sale. Upon checking into buying the game I found it wasn't even available yet. I called Sega and they said it wouldn't be available until August. What gives with this kind of advertising?

Steve Behr, Ocala, FL

(Companies who purchase advertising space in GamePro design and plan their own advertising. It's up to them to make the decision as to when to begin advertising a new game. Often they choose to advertise a title before the game is actually available so that gamers will know that it's on the way. If you have questions regarding specific games advertised in GamePro, your best bet is to contact the company advertising the game! - Ed)

The ProChallenge Debate Continues

I am writing about Bob Christopher's letter in the June, '90' issue of GamePro. He said don't put "finish" on the ProChallenge Board if the game has a score. I think finishing a game is better than getting a high score. With high scores you just put your controller on rapid-fire and rack up points. I hope

you keep allowing "finish" scores on the ProChallenge board.

Daniel Sova, Colonia, NJ

In the June '90' issue of GamePro someone wrote in saying to stop putting "finish" on games that give scores. I totally disagree because I think finishing a game is better than any score you can get. Please let people continue putting "finish" on games that give scores.

Jason Bowlius, Milford, OH

(The jury is still out on this question. We need more feedback from GamePros out there. Let us know.)



By the way, the ProChallenge Board is not in this issue of GamePro. We're redesigning it to include room for TurboGrafx scores. The Board will be back in the September issue of GamePro. - Ed)

I would like to thank the 99% of you who wrote in favor of keeping our ProChallenge Board in the magazine. After all, without it we'd have nothing to compare our scores with. But remember, this is our magazine and if you don't write in the editors and staff at GamePro will never know what we want in the magazine. Thanks to GamePro for making this our magazine.

Jeff Dowis, Cornelia, GA

Phantasy Star III

I have played and beaten both Phantasy Star and Phantasy Star II. I loved your review on Phantasy Star II and I was wondering if you know anything about Phantasy Star III. I hear it's already out in Japan.

Theo Valoria, Mission Viejo, CA

(Phantasy Star III is coming for the Sega Genesis in January of 1991. We'll report on it as soon as more news is available. - Ed)

Cheers From Southgate

Your mag is the hottest thing in our school besides Jaime Mills (the hottest girl in school). There are two things people talk about - Jaime and GamePro. I love your mag. It gives me all the tips I need. Currently I own a TurboGrafx 16 and with your tips I have mastered Blazing Lasers, PacLand, China Warrior, Legendary Axe, and Dragon Spirit. Thanks!!

Mike Woods, Southgate, MI

Hey, we're honored to be in the same category as Jaime! - Ed)

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The Cutting Edge

The TurboExpress Handheld System

By The Whizz

Honey, They Shrank the TurboGrafx

Up to now, GamePros who want video action on the road have had no choice but to invest in brand new hardware and software à la the Game Boy and the Atari Lynx. Now NEC has condensed TurboGrafx-16 home system hardware and a TV monitor into a knock out color handheld – the TurboExpress. The Express delivers dynamite gaming to go via regular TurboGrafx TurboChip game-cards, and it can convert into a portable color TV!

What Price Color?

NEC expects to price the basic TurboExpress in the neighborhood of \$250 – that's a relatively ritzy neighborhood, considering that a full-size TurboGrafx costs \$189.

However, the hefty price tag buys you lots of goodies in a small package. The TurboExpress is 4.3 inches wide by 7.3 inches long by 1.8 inches thick, just slightly larger than the Game Boy. The sharp-looking black plastic resin case houses a neat 2.7 inch color backlit LCD screen.

Below that are the standard controls, which duplicate the TG-16's right down to the turbo buttons. Other controls include a variable contrast knob and a two position

brightness switch on the side of the unit. Weight is a feather light one pound.

Six AA batteries power the TurboExpress for three to five hours of play-time, according to NEC. Power source add-ons in the works include an AC adaptor and an automobile cigarette lighter adaptor.

The Games Remain the Same

In addition to compact color, another key TurboExpress feature is the ability to play regular TurboGrafx Turbo-Chips, which simply slide into a slot at the top of the unit. The Express also features a port for a comlink connector for two-person head-to-head gameplay. The first comlink title in the works is Bombers, an air hockey game.

Naturally, the Express houses the same custom 8-bit NEC HuC6280 processor running at 7.16 Mhz and the same graphics processor as the TurboGrafx-16. You also get 8K of system RAM and 64K for video information. All that silicon generates roughly four times the processing power of the Game Boy and nearly twice that of the Lynx.

Color Coordinated

The small screen doesn't diminish the impact of the color. We played Bonk's Adventure and it was awesome! Even tiny prehistoric goodies were detailed and easy to see.

The TurboExpress screen projects its eye-popping hues with active ma-

trix backlit liquid crystal technology built by Epson. Just as with the TurboGrafx-16 you can get 64 sprites on screen with 16 colors per sprite. Additionally, the color LCD delivers great resolution at 238 by 312 pixels, as compared to 160 by 102 for the Atari Lynx. You can also get up to 512 colors simultaneously onscreen. Of course, no TurboGrafx software displays that many colors – yet.

Additionally, the backlit screen should help the onscreen action stand out in poor lighting environments such as cars, dimly lit rooms, outdoors, and nighttime.

All This and TV, Too

TV, or not TV? If that is the question, an optional snap-on device called the TurboVision TV Tuner (approx. \$80) is the answer! It plugs into the right side of the TE and turns it into a portable color set, while only adding roughly two inches to the overall width.

And if home video is your thing, the tuner has audio/video input jacks that enable it to act as a camcorder or a VCR monitor!

Let's Get Small

In a NEC first, the TurboExpress will reportedly make simultaneous debuts in both Japan and the U.S. sometime in November.

NEC obviously believes smaller can be better. The TurboExpress ought to strike a blow for little guys everywhere.



Hot at the Arcades

By Hack 'N' Slash

Acid-dripping aliens and a TV game show where you're disqualified by being blown into a zillion tiny pieces. Sounds like just another ordinary day at the ol' Hot at the Arcades ranch, eh? Well, holster your quarters and grab that lasso partner, we're going to round up two of the fiercest new games in town!

Smash T.V. (Williams)

Tired of watching that mindless blonde spinning vowels and consonants? Looking for a TV game show with plenty of punch (along with flying shrapnel, cannons, landmines, and lasers among other things)? Then you're ready for the ultimate in TV game shows — SMASH T.V.!

Yes! It's SMASH T.V. where one or two lucky contestants race through a labyrinth of studio stages filled with cash and prizes! All each contestant has to do is to pick up the prizes, leave through the marked exits, and it's theirs to keep forever! Oh, there might be a couple minor obstacles along the way — nothing major, just mobs of baseball-bat-wielding maniacs, snipers, cyborg-driven tanks and a 30-foot 1/2 man, 1/2 machine called Mutoid Man at the end of the bonus stage!

The contestants aren't exactly helpless though; they're each armed with an Uzi with unlimited firepower. There is also a vast arsenal of special weapons that pop up randomly from time to time, including: triple-barreled machine guns, cannons, forcefields, grenades and a Super Zapper that wipes out all the nasties on the screen!

Fans of the classic Williams game Robotron are going to love the return of their unique two-joystick controls. Light-speed action, crisp detailed graphics and a dynamite concept makes this one game you won't want to miss!



Aliens (Konami)

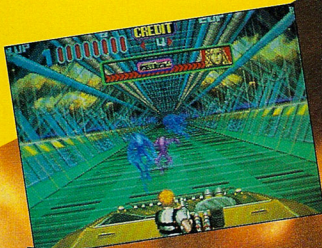
You are Ellen Ripley, sole survivor of the USS NOSTROMO — a doomed expedition that encountered a brood of savage aliens on a faraway uncharted asteroid. You escaped and laid in suspended animation for over 50 years before they found your drifting spaceship. To your horror, you learn that as you slept, hundreds of families have colonized that same asteroid. Only you and a crack team of marines stand between saving them and total annihilation!

Konami's *Aliens* is a faithful representation of the smash-hit 20th Century Fox film of the same name. You and a friend must venture through level after level of

mazes and passages to rescue the orphan Newt and face off in the final showdown against the Alien Queen. Hordes of acid-oozing Aliens, Face Huggers and mutated zombies bar your way. You come armed with a rapid-fire assault rifle, but can pick up plenty of extra ammo on the way, including: spread guns, flame throwers, super bombs and even missile launchers!

Gameplay is fast-paced and there are plenty of things to blast along the way! The graphics are stunning and extremely faithful to the movie. Movie and shoot-'em-up fans alike are sure to devour this coin-up hit!

ARCADE: MILPITAS GOLFELAND



DRIVE THE
KING OF THE
MONSTER TRUCKS!

BIGFOOT

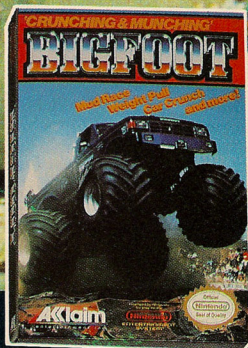


Track your speed, RPMs,
temperature and more!



Crash and bash
your way to the
finish line!

GO HEAD-TO-HEAD IN THE MUD RACE,
CAR CRUNCH AND OTHER MONSTER
TRUCK EVENTS!



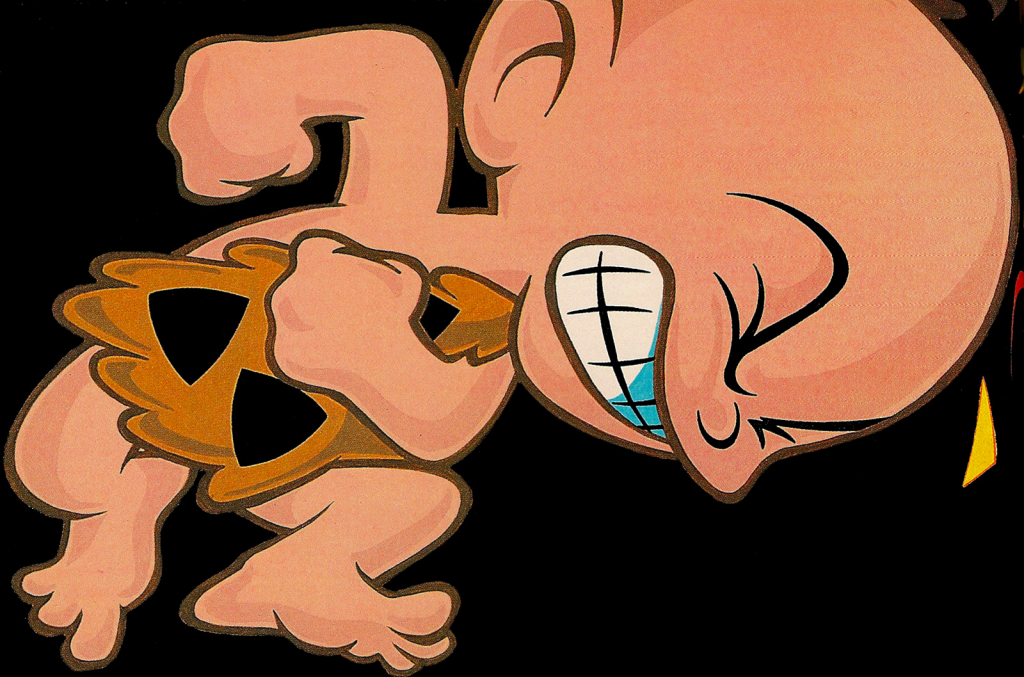
AcclaimTM
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Licensed by Nintendo
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Nintendo
ENTERTAINMENT
SYSTEM



THE MONSTER TRUCK
PHENOMENON IS NOW
PLAYING ON NES.SM

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IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

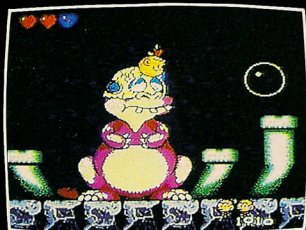
And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS. the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

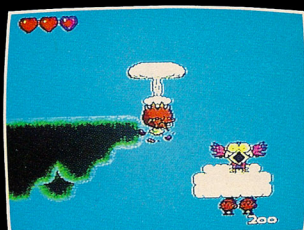
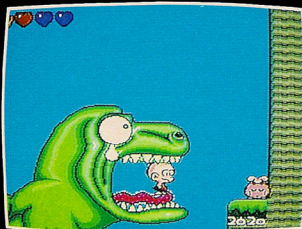
BOONK

ADVENTURE



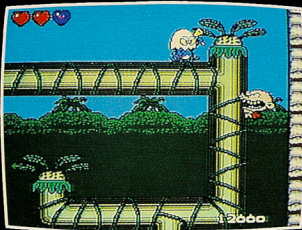
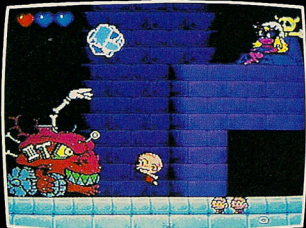
As Boonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgot he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

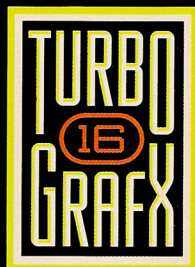


Meat helps Boonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Boonk. You can beat him, just use your head.



Sometimes Boonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

Your skateboard's wrecked, the police busted your ramp, poseurs overrun the sidewalks, it's raining, and you've got homework. What's a skater to do? All together now! "SKATE OR DIE!"

Now, more than ever, video wheelheads can ride the streets at any time. The cart where concrete first met silicon has cloned a trilogy that spans the NES to the Game Boy. Here's Skate or Die times three, past and present.

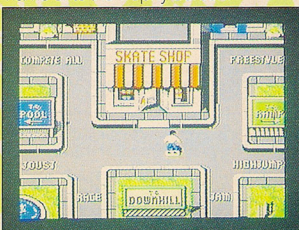
SKATE OR DIE

By Slo Mo

There's a new skater in town – you! So whacked-out Rodney Reeloose and his gang of skateboard fiends are hot to check out your stuff. Here's the original NES skateboarding cart that started it all, Skate or Die, a ProClassic from Konami/Ultra.

A Rad Infested World

You learn all the rad moves as you tackle five skateboard events – the Downhill Race, the Jam, the High Jump, the Joust, and the Freestyle. Beat Rodney's boys and you etch your name onto the Trophy Screen.



The Skate Shop's the first stop.

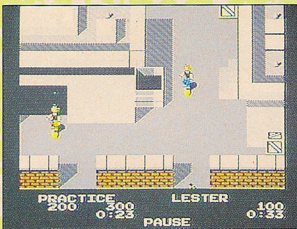
The Downhill Race is a test of timing and speed as you jump ramps, duck through pipes, and put the moves on other obstacles in a wild, vertically scrolling slalom. Skate fast as hell!

PROTIP: If you go for the left side ramp in the Downhill Race, duck into the pipe to build up style points and shave precious seconds off your time.

PROTIP: Leap the grates for 500 points.

PROTIP: If you skate the Downhill's right side, jump the first barrier and duck under the second barrier for big points.

The Jam is a vertically-scrolling bump and run jaunt through a messy back alley where you thrash it out with one of Rodney's gangsters.



PROTIP: Just after the first wire fence in the Jam scoot over to the far left. There's a time-saving path through the building you can't see. Ride a line to the left of the can.

In the High Jump, you go vertical off a monster ramp; he who defies gravity the longest wins.

PROTIP: In the High Jump press A at the top of your jump for a few extra inches.

In the Joust, you and a berserk wheelhead rock and roll across Rodney's empty swimming pool trying to knock each other off your boards.



Try to rule the pool in the Joust.

PROTIP: On offense during the Joust, make a tight figure 8 pattern that intercepts your opponent's path. Stay alert when the stick changes hands, sometimes you can score a quick hit.

The Freestyle pumps up your creative juices as you hit the ramp to choreograph a slick program of Rail Slides, Hand Plants, Ollies, and Aerials.

PROTIP: In the Freestyle, the longer you hold a Hand Plant the more points you score. But don't hold one too long.

PROTIP: When you do Ollies in the Freestyle, press A at least twice in the Pump Zone, press the directional pad forward (in relation to the direction you're skating) to jump, THEN hit Backward to stop the turn in mid-air for a solid landing.

Rolling Right Along

Up to eight people can play at once (taking turns, of course). Also, you can use Goofy Foot, where right becomes left and up becomes down. It's a great handicap for good skaters.

Skate Straight

If you're nuts about skateboarding, this is the cart for you. The Downhill, the Freestyle, the Jam, and the Joust will really grab you. The High Jump's a bit monotonous, but four out of five ain't bad.

Hardcore thrashers always brag about being able to skate anything. Alright, Skate or Die!

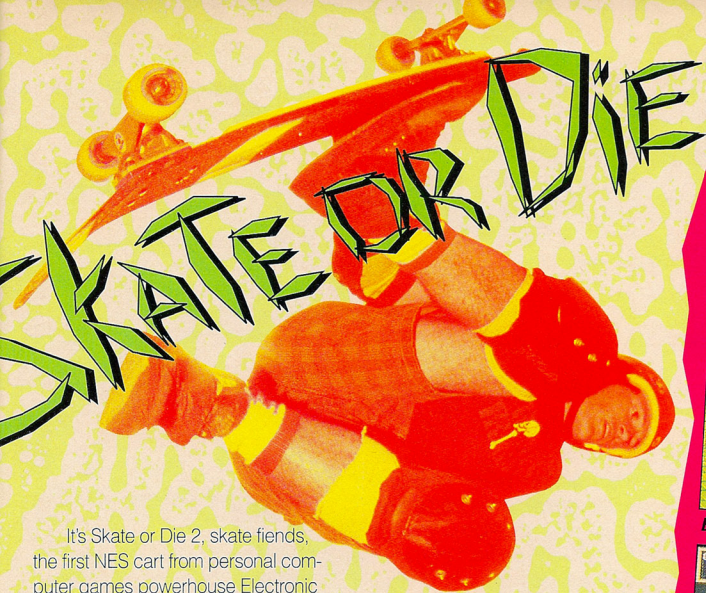
Skate or Die by Konami/Ultra (\$39.95).

SKATE OR DIE 2

The Search for Double Trouble

By Boogie Man

One day you're riding your skateboard and tearin' up the concrete as usual when you cross wheels with that bogus dude, Icepick. He's a pain, and he's ugly, too. Unfortunately, a wimpy poodle saunters into your path – Splatt! You're really sorry, but the pulverized pooch belongs to the mayor's wife. Now, the spineless mayor bans skating and plows your cool half-pipe ramp under. Most inauspicious!



It's Skate or Die 2, skate fiends, the first NES cart from personal computer games powerhouse Electronic Arts. Unlike Skate or Die, S or D 2 doesn't focus on the pure thrills of skateboarding. This one-player sequel is four parts adventure and one part skating, but it still takes fancy thumb-pumping to beat the cart. The aggro horizontally-scrolling action is strictly shoot, scoot, and grab the loot. But for hardcore skaters, there's a monster double ramp, where you pull awesome airborne stunts in a hot freestyle competition.

Sidewalk Shreddin'

Your adventure begins on the Street where you cruise crowded concrete, plumb the sewers, and explore warehouses to load up on goodies you can trade for better boards and moves. Fuzzheads, Deviants, Pitbulls, and Punchy Gators are among the foes you pop with your non-lethal Paint Gun, Eggs, and M-80 Cherry Bombs.

PROTIP: *The M-80s are best against Punchy Gators.*

PROTIP: *When traffic gets intense, duck into some place and everybody (or thing) disappears when you come back out. On Level 1 it's sewers and buildings. On Level 2 it's any store.*

PROTIP: *Get the Rocket board before you leave Level 1. It's the best all-around slab.*

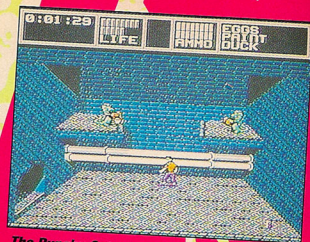
Next, hustle down to the mall where you weave through Zombie Shoppers and Skate Bums to make on-time deliveries so you can earn money for a new ramp.

PROTIP: *The Mall has three relatively safe "lanes" you can ride. The first is at the bottom of the screen. The second is in the middle of the screen across the planters. The third (the quickest, but the trickiest) is along the front of the stores.*

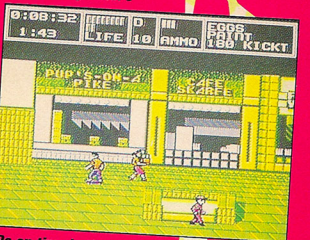
Alright! You got the bucks! But the 16-page ramp blueprints just blew out the window. Speed along a gnarly boardwalk to pick up the pages, but watch out for Skater Girls!

PROTIP: *You can hear the Level 3 Mad Gulls coming. The Duck's an excellent fowl move here.*

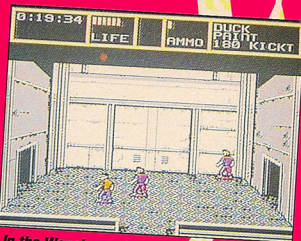
All you need now is a building permit. Your friend, CJ, gets the paper, but Icepick gets her. Jam to a multi-level warehouse where you gotta' dodge Icepick's goons, nab the permit, and free CJ.



The Punchy Gators



Be on-time in the Mall.



In the Warehouse it's no holds barred.



Be Champ of the Ramp.

YO DUDE, I'M RODNEY. TAKE SOME TIME TO CRUISE THESE STREETS AND NAB ANY RAD STUFF YOU MIGHT SEE.



TACOS 00 FRIES 00
TAPES 00 CD'S 00

3
3
3

Rodney's got the boards.



PRO TIP: The Duck Shoot is a great Level 4 move, but you can't buy it there.

Double Trouble

Finally, ride Double Trouble, where intense ramp rollers can really turn it on with lip moves, Hand Plant Inverts, Axle Grinds, and Railsides. But if ramps are your thing, you can jump to DT from the opening screen.

Skate Now!

You don't have to be a die-hard side-walk surfer to get into S or D 2, but nimble-fingered skaters will enjoy busting radical moves in "real-life" situations. The overall gameplay's less diverse than the original, but you need to put on your thinking cap a little more often.

Looking for adventure, video wheelheads? Check out Skate or Die 2, there's a whole lotta' skatin' goin' on!

Skate or Die 2 by Electronic Arts (Price Not Available).

SKATE OR DIE:

Bad 'N Rad

By Fanatic Fan

Ready for some handheld shreddin'? Grab your decks, skateboarders, in Skate or Die: Bad 'N Rad from Konami/Ultra. EIRad the Evil One has captured the minds of world champion skateboarders from Piscataway to Kalamazoo. Only you can stop

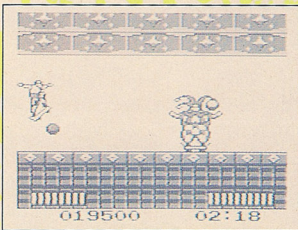
EIRad from conquering the skateboarding world.

Freewheeling

There's no need to be a skateboard expert to play Bad 'N Rad – this seven stage challenge is more of an obstacle course game than a skateboarding technique cart. In fact, you really can't do much on your skateboard, other than move forward, skate backward, and jump.

Bad Dudes

There are plenty of nasties around to knock you off your deck. For starters, Bionic Lester returns from the original NES Skate or Die, and this time he's just plain mean. The Berserk Not-So-Happy Clown awaits you at the end of Stage One, complete with skateboard and exploding bouncing balls.



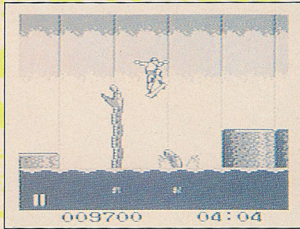
PRO TIP: Defeat the Berserk Not-So-Happy Clown by jumping at his bouncing balls and deflecting them with the bottom of your skateboard.

This Place Is A Sewer!

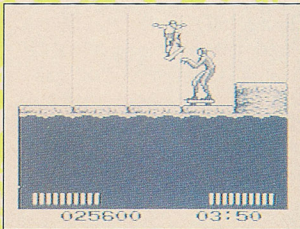
The Stage Two downhill obstacle course may remind gamers of the

original Skate or Die. You must collect bonus items while avoiding spike-filled pits, bumps, and other hazards.

From here it's on to the sewers – and the lair of Mister Wart Monger! You'll also meet up with rats as big as cats, giant pythons, more bad guys, and, of course, the always deadly water-spitting fish.



PRO TIP: To cross the large cavern in Stage Three where the two pythons appear together, jump on the first python's head, then press Right. You'll bounce off the second python's head and land safely on the other side.



PRO TIP: Defeat Mister Wart Monger by waiting in the middle and then jumping onto his head when he comes out of the water. Avoid his pet fish by staying in the middle and jumping when you hear them jump.

Skate or Die: Bad 'N Rad has plenty of challenging moments for skaters and non-skaters alike. This cart won't tax your skateboarding skill, but it will challenge your reflexes and patience. Keep your board moving and your wits about you – or else this game becomes Die or Die.

Skate or Die: Bad 'N Rad by Konami/ Ultra (\$29.95).

THE WORLD'S FIRST 220 MPH VIDEO GAME.

Take on the hottest tracks in the world as the racing season cruises from Brazil to Spain, then on to Hungary and 12 other countries before you come back to the USA for the season's final challenge.

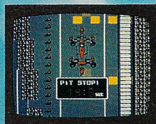
But getting there won't be easy — you'll have to tap the raw power of your turbo-monster to haul your way past the world's top drivers. And in this game you need a lot more than just hyper driving skills. You've got to control your mechanics and pit crew — together you design and build the perfect race machine for each new track.

On top of it all, Al Unser Jr. is at your side. He'll let you drive his car while he schools you on what it takes to win. And when you think you're ready, you can go start your own race team, build your own car and take on Al Jr. in wide-open wheel-to-wheel action.

Al Unser Jr.'s Turbo Racing™. If you think you can handle it!



FREE POSTER
of Al Unser Jr. in
action in specially
marked packages!



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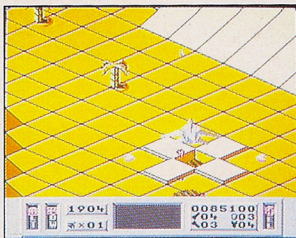
Al Unser Jr.'s Turbo Racing:
© and ™ 1990 Data East USA, Inc.

By The Good Witch

Imagine the ultimate parasites, creatures that suck the very life out of Earth and leave her a useless hulk spinning in space. This is the problem you, as Captain Skyhawk, must face. It seems alien invaders have secretly landed on the Earth's surface and are using a strange technology to drain the Earth of all of her power and transfer it to their own space stations.

Wash Those Aliens Right Out of Your Hair

It's up to you to halt this alien infestation before the Earth is sucked dry of all of her energy and vaporized with a quick and deadly laser blast. The only way to stop the aliens is to destroy their four base stations on Earth and their space

**Drop supplies to scientists underground.**

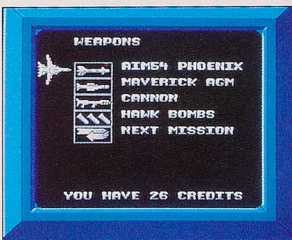
station in the sky. Along the way you'll also have to drop supplies to scientists working underground to build a secret Neutron Cannon and rescue two stranded scientists who have the parts of the Cannon you'll need to blow up the alien space station.

**Rescue this stranded scientist.**

CAPTAIN SKYHAWK

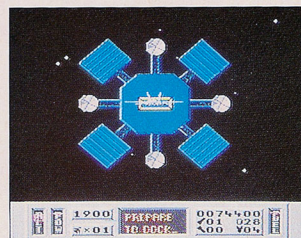
You're Leaving On A Jet Plane

You'll navigate your way through these missions in your F-14VTS special fighter jet, equipped with mach speed, super spy satellite viewer, and four different kinds of deadly weapons including Phoenix Air Intercept Missiles, Maverick Air-to-Ground Missiles, and Hawk Bombs.



PROTIP: Phoenix Air Intercept Missiles are used in air-to-air combat. Maverick Air-to-Ground Missiles are used in all other kinds of combat. Your supply of both missiles is limited. Don't use them randomly!

Power-up your fighter at the end of each mission by returning to your own space station to buy additional weapons.



PROTIP: To dock with your space station position yourself exactly in the

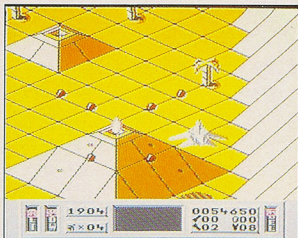
CAPTAIN SKYHAWK



middle of the entry and shoot into the station just as the opening is horizontal.

Fight the Power

Battle the aliens in nine different missions, air-to-land and air-to-air combat sequences. Your view of the landscape in the vertically scrolling screens is a 3-D overhead perspective. The ground below is littered with obstacles, including erupting volcanos, missile bases, and other deadly hazards.



PROTIP: *To avoid exploding volcanoes fly close to the side walls of the canyons. The volcano blasts won't hit you.*

In addition to firepower from the ground you'll also face enemy forces in the air.



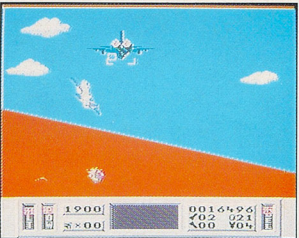
PROTIP: *Enemy forces only shoot forward. Stay to the side of them and their fire will miss you.*



PROTIP: *To destroy the four alien space stations on the ground use a zig-zag pattern of attack. Swing back and forth from left to right, hitting one side of the station while the other side is firing. Gradually you'll knock out each of the four corners.*

Hit Me With Your Best Shot

Make it through the ground combat area and you'll face a head-to-head flight simulator style dogfight with the aliens. You'll earn points for each ene-



Battle it out in an aerial dog fight.

my fighter you shoot down. Use these credits to buy more weapons.

Captain Skyhawk features a good combination of different game action, including straight shoot-em-up, flight-simulator style sequences, and areas that require special strategies (e.g. docking with your space station, or dropping supplies to the scientists underground). Although the shoot-em-up action may not be challenging enough to keep an expert gamer busy for long, it's more than tough enough for the average player. It looks like Milton Bradley will be flying high with Captain Skyhawk.

Captain Skyhawk by Milton Bradley (\$44.95).

By Sweet Polly Purebred

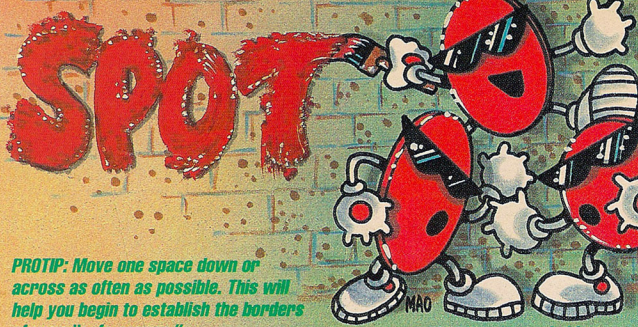
A strange phenomenon has swept the nation these past months leaving in its wake a mass of frazzled soda drinkers. If you think you too may be a "soda sufferer," ask yourself these questions: Do you hesitate to leave a can unattended in your home or office? Have you experienced high-pitched fits of laughter when you turn your back on a 7UP? If you've answered "yes" to either of these questions you may be suffering from a bad case of "Spotitis."

Don't panic! "Spotitis" is not fatal and the infectious culprits behind all this madness are all quite harmless. In fact, these friendly, playful, feisty little characters, better known as the 7UP spots (you've probably seen them on T.V.) have been squeezed, by Arcadia, into the NES video-dimension. Now, with controller alternation or via the Nintendo Satellite, you or you and some friends (up to 4), can challenge the Spots to a dizzying game of strategy in this new board-style cart called, what else, Spot! Get a move-on gamers 'cause the spotlight's on you!

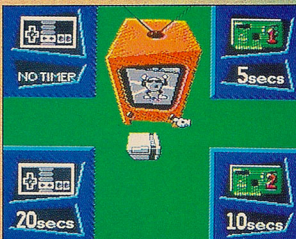
Spots B-4 Your Eyes

The object of Spot is to outwit your opponent (computer or human) by filling in as many spaces on the board as possible. You have the option to use either regular chips or the Spots themselves as markers. The "basic" board set up has 49 available spaces. However, with over 500 different board patterns to choose from (you can custom edit a board too), the total number of spaces to be captured at any one time will vary.

PROTIP: Establish an immediate stronghold by filling up at least one solid square in a corner of the board. Do not leave any empty gaps inside the square. If you do, your opponent will be able to move inside of the square taking control of not only that space, but all those immediately surrounding it as well.



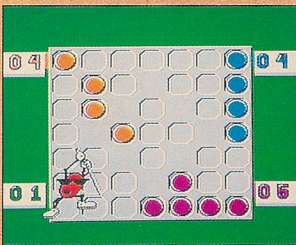
PROTIP: Move one space down or across as often as possible. This will help you begin to establish the borders of your "safe corner."



I want my Spot-TV.

Snappin' Your Fingers

If you want to crank up the pressure a few notches, try selecting the timer option from your menu screen. The available options enable you to choose as little as 5 or as many as 30 seconds in which to make your play. If sweating it out against the clock is not your idea of Nirvana, just switch off the clock and take all the time you need.



Acro-Spot-ics.

PROTIP: Try to memorize the patterns of takeover. This will help you begin to visualize all possible moves ahead of time, enabling you to picture how many spaces you actually stand to gain before you make the move. For example, if you put your Spot into an

empty space that is surrounded by your opponent's pieces they will change to your color.

See Spot Run

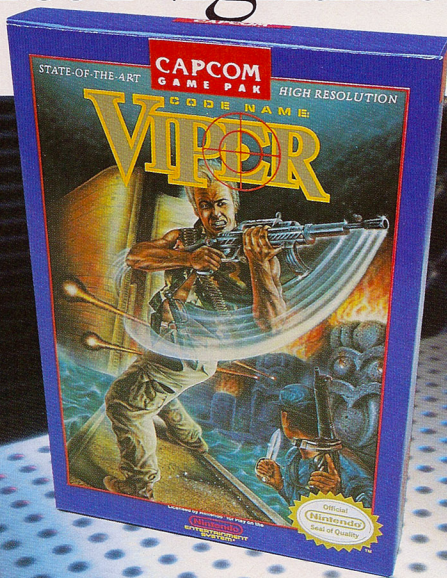
One of the worst possible scenarios is to be forced into making a radically suicidal move simply because you have nowhere else to go. Rest assured it happens to everyone. However, if nothing else, these Spotsters will keep you laughing with their child-like antics and acrobatic stunts. Make a diagonal move and your Spot may roller-skate, pole vault, nose dive, or even Moonwalk his way across the board. By the way, the maximum spaces your Spot can move in any direction is two and you cannot move onto a space that is already occupied.

PROTIP: Use your mind's eye, once again, to both visualize ahead and to try to anticipate your opponent's next move. In other words, if there are several different moves you could make, take into consideration what spaces you'd be leaving open and how much damage could be done to you when your opponent makes his next move.

Whew! Who would have ever thought that a bunch of smart-alecky little Spots would be so clever at strategy? Cute, clever, acrobatic, these guys have got it all so be prepared to run the gamut of emotions when you try to match wits with these rotund pranksters. As Shakespeare's MacBeth said, "Out, out damn spot!"

Spot by Arcadia (\$44.99).

Code Name: Viper You're The Drug Lord's Worst Nightmare!



Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up!

You must now locate your fellow agent and collect the explosives you'll need to finish your mission--and the murderous Drug Lord.

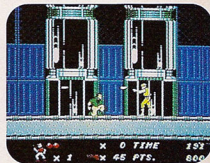
• **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.

• **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.

• **Secret Communique:** As you advance through the 8 levels, you'll uncover the message--and the dreaded Drug Lord.

• **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.

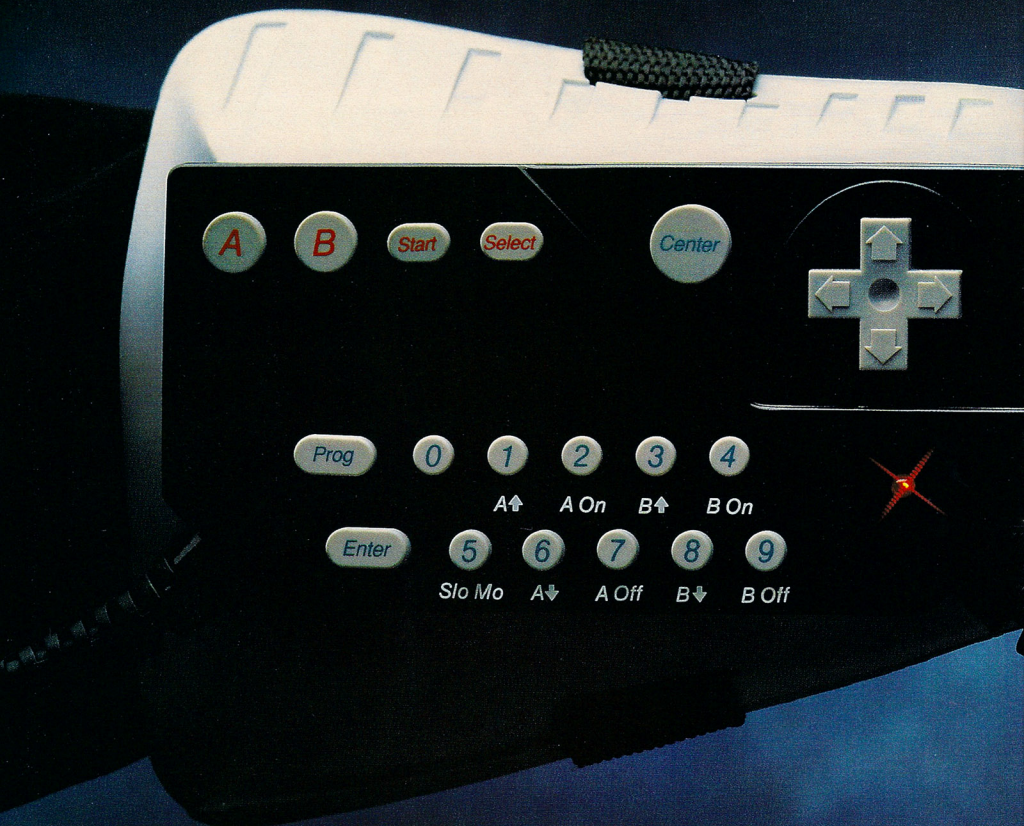
• **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



CAPCOM[®]
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EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer. All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than





IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.



POWER GLOVE™

Licensed by Nintendo for play on the



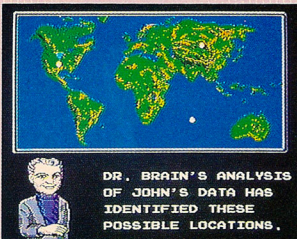
THUNDERBIRDS



By Gary Barth

"Hood is back, Dad, and he's as evil as ever." As these words flash across the computer screen, you join the Thunderbirds, ready to fly into action against the sinister Hood. Based on the English marionette TV show of the 60's, Activision's newest title is a vertically scrolling action game full of battle sequences set in the air, under water, and even inside a live volcano.

Robbing Hood



The Map screen.

You must defeat Hood in eight countries to save the world from impending doom. Fail and a deadly meteor shower will obliterate the Earth.

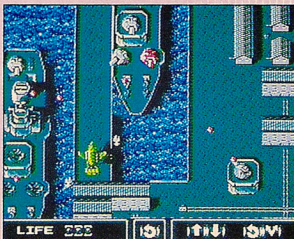
You pilot five different high-tech vehicles – the Laser Car, the Mole, the Mach 20 Rocket, the Neptune Hydro-

Turbojet, and the Firefly Atomic Plane. All the crafts operate the same, and they all have similar weapons. Just the same, Hood desperately desires this hardware and he'll stop at nothing to get it.

The Days of Your Lives

In fact, Hood gives the Thunderbirds 60 days to surrender their ships to him. Each time you get wasted and restart a level, you lose three days – that's approximately 20 chances to complete the game.

PROTIP: Initially, you start with three Life Points, but each time you lose 60 days, your life bar gains an extra point (don't push Reset). You can collect up to six Life Points.



PROTIP: The most useful orbital device configuration is the forward diagonal; it has the broadest range of fire.

Alphabet Aides

As you soar through the levels, keep an eye peeled for glowing red enemies and obstacles. Destroy them and a floating letter appears. "L" is for Life Points. "E" is for Energy, to boost firepower. "O" is the Orbital Device, a small satellite that protects your ship.

Horror Zoo

Hood commands a fierce horde of murderous creatures, ranging from the Firebirds in the volcano to the deadly jellyfish monsters. It takes several shots



Battle Hood's undersea creatures.

to destroy some creatures, so share a mess of E's (firepower).

PROTIP: Use a password to recover lost days! After you're defeated find the password screen. Notice that the amount of days left is equal to the number in the left column of the password minus 40. For example: 56 days, 96 197 104

Replenish your days when you enter a password by increasing the number in the left column up to 99 for 59 days. The other numbers remain the same.

Earn Your Wings

The action here is lively, but straightforward – shoot and move. It's familiar territory, but that doesn't mean you can breeze through the cart. Gameplay and graphics don't break new ground, but fans of the fly and die genre will find Thunderbirds an interesting addition to the flock.

Thunderbirds by Activision (\$39.95).

SAVING THE WORLD NEVER USED TO BE THIS TOUGH.



All you had to do was find the bad guys and punch their lights out.

Well, it's not that easy anymore.

An evil master race is now vying for world control. To save the planet from eminent doom, you must gather intelligence, execute a plan of attack and thwart their efforts at every juncture.

You're *Rocket Ranger*, defender of world peace.

Strap on your rocket pack and launch an all-out effort into the stratosphere.

Pick up *Rocket Ranger* today. The world desperately needs your help.

ROCKET RANGER

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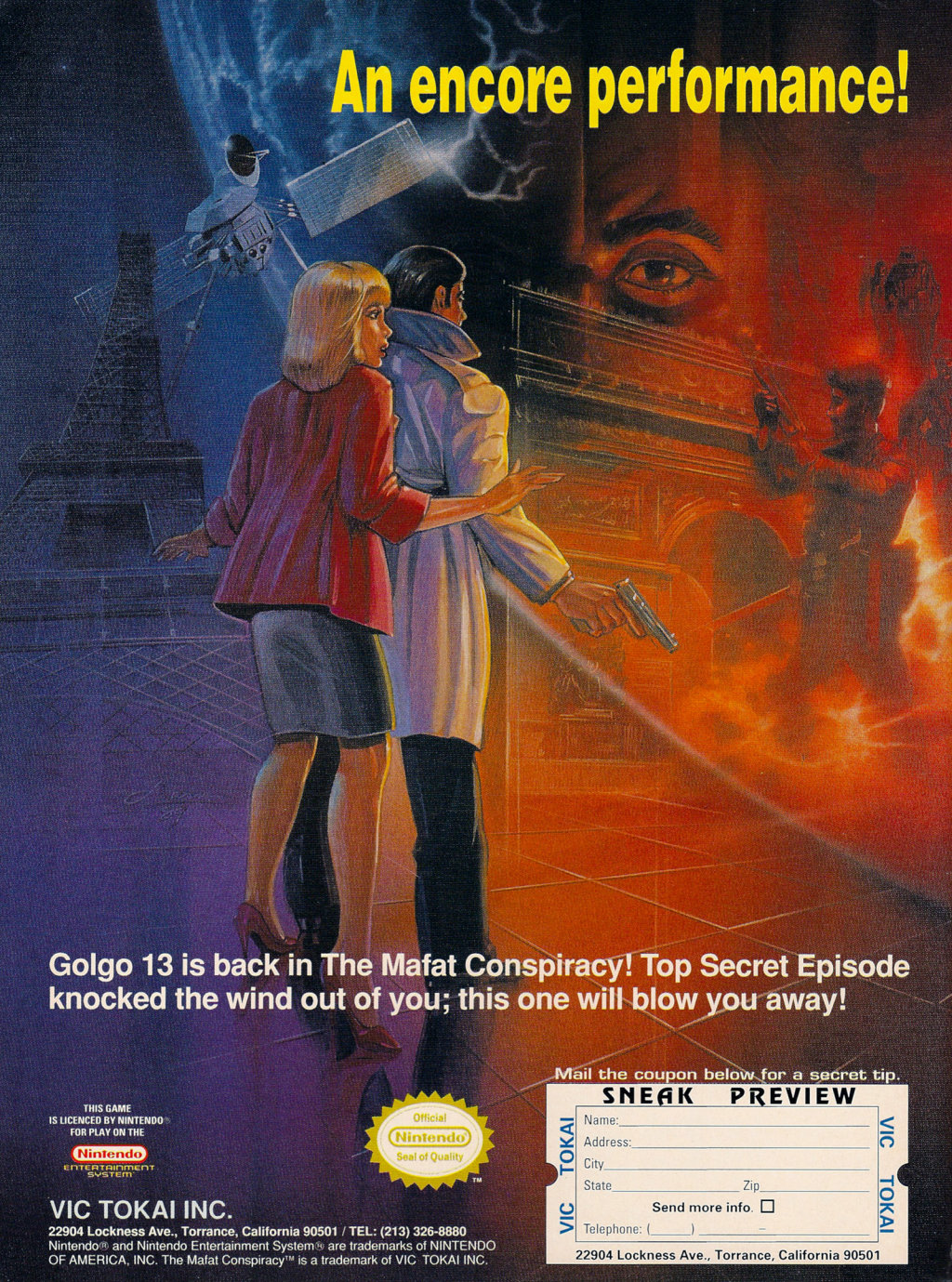
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Compute's Guide to Nintendo Games - 1989

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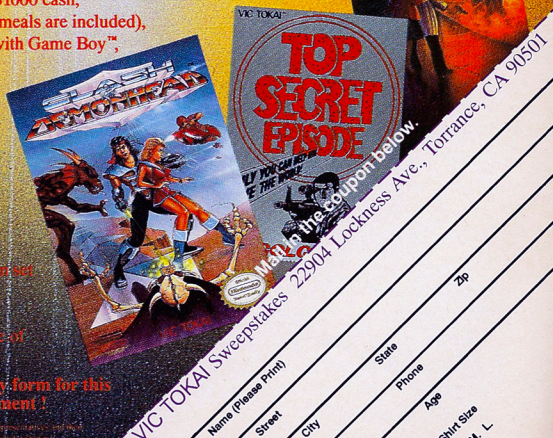
TOURNAMENT

Five entries will be drawn for the tournament. Each of these five winners will be awarded \$1000 cash, a trip for two to Los Angeles (hotel accommodations and meals are included), two tickets to Disneyland, a Light Boy accessory for use with Game Boy™, and a chance to compete against each other in the Daedalian Opus™ tournament at a CAPTRON World of Nintendo center.

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Hurry! Fill in the entry form for this month's sweepstakes and the Daedalian Opus Tournament!

The Daedalian Opus™ Sweepstakes and Tournament are sponsored by VIC TOKAI INC. in cooperation with the National Amusement and Entertainment Merchants Association. All prizes are subject to change without notice. Prizes are awarded on a first-come, first-served basis. Sweepstakes ends on November 15th, 1990. Void where prohibited. No cash prize. Winner's name and address will be published. For complete rules and regulations, visit our website at <http://www.victokai.com> or call 1-800-888-8888.

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By **Charlie T. Aslan**

Ever get stuck between a rock and a hard place? It's not fun in real life, but it's a real kick in Boulder Dash, a revamped version of the classic Apple II strategy game, new to the NES courtesy of JVC.

Diamonds Are A Guy's Best Friend

You are Rockford, a young adventurer entrusted with a your father's failed quest – to find the Secret Jewels of the



PROTIP: Carefully release the PingPings in Level 2-1 (Ice World) from their lairs at a time, lead them in a counter-clockwise circle back to the lair, and grab the gem there. The PingPings will



PROTIP: Level 2-4 features a magical rock-to-diamond wall. Clear a space beneath the wall so the rocks you drop have a place to land or else they won't pass through the wall.

BOULDER DASH

Six Worlds for riches beyond your wildest dreams!

It's no surprise that Rockford's father never completed this quest – it's darn tough! There are six levels separated into four sections, each a puzzle unto itself. Up to two people can play.

PROTIP: A key maneuver is to move horizontally very quickly. That way falling rocks can't land on you unless you pause.

Can You Dig It?

In each level, you burrow your way through an underground maze full of stones and diamonds. You must pick up a certain number of gems to advance to the next maze.

Diamonds rest on top of diamonds, on top of rocks, on top of sand, or on top of any number of different things. Tunnel straight through to them, dig a hole so they tumble down to you, or push rocks around till you can get at them. The key is to cause cave-ins, spilling boulders or diamonds into helpful places. Keep Rockford from being trapped, and don't let anything drop on his head.

continue to move in a circle and ignore Rockford.

Of Amoebas and Men

But there's more to this cart than shoving stones and grabbing gems! There are baddies galore – Amoebas, BuzzBuzzes, PuffPuffs, PingPings and, of course, the dreaded BibBims (Honest! We couldn't possibly make something like this up!).

Amoebas are unique. You can't kill them by dropping rocks on them. You must entomb them in rock preventing them from growing larger, but once trapped they transform into diamonds.

Defeat other enemies by pushing rocks or diamonds on them. Better yet, trap them together with an amoeba and they become diamonds, too.

Boulders for Diamonds

Every level requires a different strategy. Some levels are straightforward – simply grab enough diamonds to open the exit. Some are far trickier – get diamonds by destroying an enemy, trapping an amoeba, or finding the special walls that change rocks into diamonds.



PROTIP: Level 3-1 (Sand World) is like a giant hourglass...unplug a hole and rocks and diamonds tumble like grains of sand. Work the right side first – stay on the bottom right and grab any diamonds that fall to the right. When things stop falling, move up to the top and pick up any remaining gems. Now, go back to the left and finish up.

PROTIP: The password 835870 skips to the Ice World, 840137 goes right to the Sand World, and 840967 jumps to the Ocean World.

If you're looking for something that requires more thought than your run-of-the-mill shoot-em-up, Boulder Dash is the cart for you. But be careful! Diamond mining can be very addictive!

Boulder Dash by JVC (\$34.95).

YOU CAN'T STAY IN THE DARK FOREVER...



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By Slo' Mo

You beat Bad Dudes, wasted Double Dragon I and II, and out-ninja'ed Shinobi and Revenge of Shinobi. Maybe you've even wiped up the streets with the Teenage Mutant Ninja Turtles. So what do you know about martial arts? Nothing. As Tobiko Sensei would say, "You fight like a headless chicken."

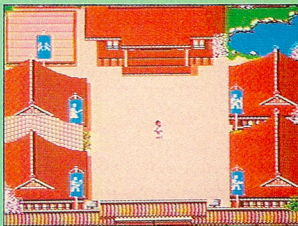
It's the Real Thing

Most fighting carts may be great games, but they leave you with little real understanding of martial arts. They usually mash comic book ninjitsu, karate, and kung fu into "video-fu."

Budokan, Electronic Arts' first Genesis cart, combines great gameplay with a true-to-life depiction of classic Okinawan Karate and Japanese Kendo. In fact, comparing the martial arts action in typical beat-em-ups to Budokan is like comparing "bait" to "sushi."

The School of Hard Knocks

Your task is simple: master four martial arts well-enough to represent the Tobiko-Ryu Dojo with honor at an all-star tournament in Tokyo's Budokan.



Welcome to Tobiko-Ryu Dojo.

You start off in the courtyard of Tobiko Sensei's martial arts school. Here you learn four fighting arts - Karate, Kendo, and classic karate weapons the Bo (long staff) and the Nunchaku (double clubs). Of course, you can skip class and go directly to the Budokan, but bring along plenty of Band-aids.

PROTIP: Mastering the controller requires accuracy over speed. Learn to time your button pressing to the character's onscreen movement.

neous button presses. Your controller gets a real workout.

PROTIP: The forward jump strikes in Karate and Kendo (simultaneously

BUDOKAN

PROTIP: Fighting with Karate, Kendo, and the Bo you repeat strikes each time you press a button. But with the Nunchaku, just hold the button down for lightning quick multiple strikes.

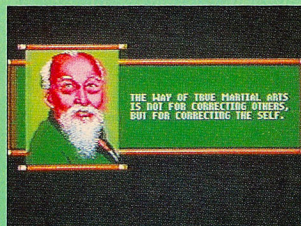
press Upper Right Diagonal and any button) are their most powerful moves. But they eat a lot of Stamina.

The courtyard fronts five buildings - Sensei's hall and one dojo for each art - and a Free-Spar Mat. In each dojo you can practice by yourself or face-off against a computer opponent with three degrees of skill.

But in addition to the fancy finger presses, it's essential to learn patience in order to build up Stamina and focus Ki, your internal life force. Stamina gauges your physical strength and Ki governs the force of your blows.



Kendo - practice makes perfect!



Tobiko Sensei guides your training.

PROTIP: Resting builds Stamina, but if you hold a block Stamina doesn't increase.

Learning the moves is challenging but fun. They're intricate and numerous; Karate alone has 31 possible moves. Many of the best (and most effective) moves require precise, simulta-

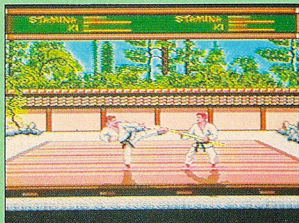
The Free-Spar Mat is only practice but it's a kick, in more ways than one. Pit your skills against any other fighting form, for example, Karate versus Kendo. Here you can also face-off against a

second player, but this is the only time two people can play each other.

PROTIP: Learn the lower spin moves for Karate and the Bo, no one can

BUDOKAN

defend against them. But stay alert, your opponents try to counter quickly with low blows.



The Free-Spar Mat: Bo vs. Karate



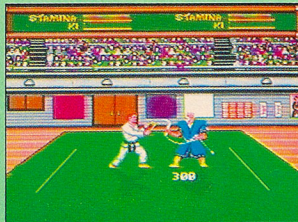
Profile screens have the low down on your opponents.

Fight to the Finish

At the Budokan you confront representatives from other dojos, twelve opponents in all.

The Budokan's highlights are encounters with rare martial arts in addition to different styles of the arts you know. For example, you'll face masters

of the Tonfa (double sticks), Kusari-gama (sickle and chain), and the Naginata (long lance)—all classic Okinawan and Japanese weapons.



Kusari-gama: the Sickle and Chain

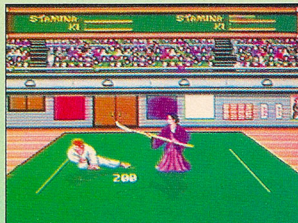
You even face a ninja, who should please both martial arts purists and Shinobi disciples alike.

PROTIP: The Bo is best versus the Nunchaku and the Kendo masters.

PROTIP: Karate's Crouch Sweep Kick is a very effective inside move. Press Down, then simultaneously hit Lower Left Diagonal and a button. For multiple sweeps, keep the button pressed down.

In the tournament you need all your fighting skills, but you're only allowed to win with any one martial art a

maximum of four times. You get three chances to defeat an opponent. Win and you move up, minus one usage of



The Naginata master makes her point!

your winning skill. Lose and you fight a previous opponent again but without losing a skill. Use up your skills and it's back to the dojo for more training.

PROTIP: You need room to maneuver. Don't let an opponent force you to the edge of the mat. When the match begins quickly advance to the center of the mat and fight from there.

PROTIP: Karate's High Block (press Upper Left Diagonal and a button simultaneously) is very strong defense against the Nunchaku.

PROTIP: Longer is better. The weapons in order according to length: the Bo, the Nunchaku, and the Kendo shinai (bamboo sword).

Why Do You Think They Call It "Art"?

Budokan accurately portrays martial arts in a sophisticated, almost elegant way. Even the manual is well-done. The animation and graphics are smooth, clean, and detailed. In fact, get a wooden staff and the onscreen Bo movements are good enough that you can really learn some cool moves!

Here's a martial arts cart that emphasizes the "art" over the "martial" without scrimping on the action. Budokan is a smash that ought to give other fighting carts a swift kick in the pants.

Budokan by Electronic Arts (Price Not Available).

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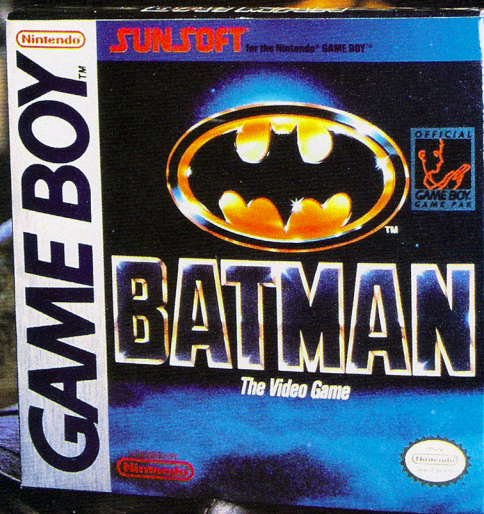
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By Andromeda

In the last issue of GamePro we left Michael Jackson stranded in a night-marish landscape, surrounded by zombies and other ghouls in the graveyard. To recap, you, as Michael are trying to rescue the children and save the day by squashing Mr. Big. To reach the graveyard you had to fight your way through Club 30, city streets, the sewers, a parking garage, and the graveyard. Use all of your smooth moves, plus a little magic, to outwit the bad guys by dancing them into the ground. On these pages we'll take a look at the last two grueling levels and the final confrontation with Mr. Big.

You Are the One

Once you've cleared the graveyard things go from bad to worse. If you thought the graveyard was spooky, wait until you enter the dark, dank confines of the cavern. Hope you don't suffer from claustrophobia because this place would send you into a panic for sure. Besides the giant spider webs, the first thing you're likely to notice are the No Dancing signs. But you're not going to let "Billie Jean" or anyone else stop you from collecting all of the Katys and putting the various ghouls and other smooth criminals you'll find roaming around the caverns in their place.



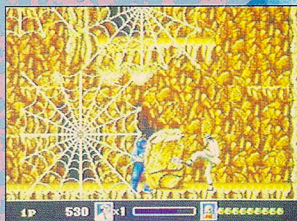
PROTIP: Don't let the No Dancing sign stop you from trying out your best moves. The bad guys are just trying to intimidate you.

MOON



PROTIP: In different areas of the cavern you'll find secret doors that lead to hidden rooms. You'll have to find these and search them in order to collect all of the Katys.

PROTIP: Watch out for falling stalactites.



PROTIP: The boulders you'll find lying around look mighty big, but give them a good kick and they'll roll all over the bad guys. You can keep moving the same boulder back and forth as often as you need it.

You're Bad Again

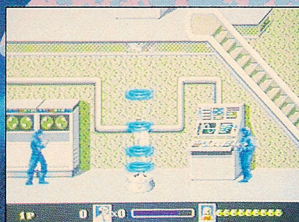
Finally you're in sight of Mr. Big as you penetrate his hi-tech hideout. The place is packed with computers and other gadgets, as well as hordes of laser-shooting cronies of Mr. Big. The three areas of this level are just about the toughest in the game. You'll have to really "be bad" to find all of the Katys and clear the Hideout in preparation for the final showdown with the big man himself.

WALKER

PRO TIP: Lasers can do some major damage to your style. They fire at you from guns located on the ceilings as well as from Mr. Big's henchmen. Although the laser blasts move slowly you'll have to dodge them or die.



PRO TIP: Grow up a few computers with some fancy footwork.



PRO TIP: Use the transporters to send yourself to different areas of Mr. Big's hideout.



PRO TIP: Try a little magic at the end of Level 5-3 and you'll find yourself transforming into a robot. Now you can

beat the bad guys at their own game by matching them laser blast for laser blast. Even better, you can fly and they can't.

Shrink Mr. Big Down To Size

Once you've zapped the last of Mr. Big's sidekicks it's time for a final confrontation with your arch enemy. The gameplay here is a complete change of pace as you go head-to-head with Mr. Big in a cataclysmic shootout.



Show Mr. Big who's bad.

In case you didn't catch the last issue of GamePro we'll remind you that every square inch of Moonwalker's development was supervised by no less than Michael Jackson himself. This game plays the way Michael wants it to — which means unusually beautiful 16-bit graphics, a unique story line, and highly original gameplay. The music includes such Michael smashes as "Bad," "Beat It," "Thriller," "Billie Jean," and "Smooth Criminal." If you want to check out the action, try heading to your nearest arcade for a peak at the coin-op version. It's a real "thriller."

Moonwalker by Sega of America (Price Not Available).

By David Winstead

After the horrendous World War, it took years for the dust to settle. But the world emerged unified in peace—or so you thought. Now mysterious invaders from space have launched a vicious assault on the Earth. Little is known about the aliens' nature or purpose—only their name, Chron, and that they fight with terrible fury!

You are the commander of Earth's Assault Suit Wing. Your mission is to beat back the Chron and discover just who they really are.

Earth Is In Your Hands!

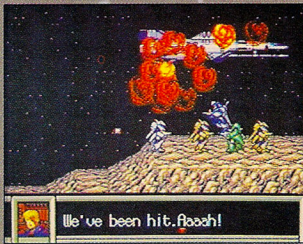
Target Earth is a one-player action-arcade game for the Genesis that demands some radical finger pumping. Get set for eight stages of fast-paced gameplay and non-stop action. In Stage 1, you defend your base from the onslaught of a huge alien warship!



Zap the Chron!

If you survive the initial attack, Stage 2 is a fight for your life as you escape off-planet. In Stage 3, you guard vital space shuttles from an orbital attack!

PROTIP: To destroy the Warship in Stage 1, stay out of the line of fire from the left and right sides of the ship. Return fire from underneath it.



PROTIP: In Stage 2, be prepared to lose your friends. Once their warship is destroyed, make a run for your rescue ship before the Chron close in.

TARGET EARTH

Now it's your turn! Stage 4 is a wild battle as you try to destroy the Chron power reactor. But in Stage 5, just when you thought you were safe, the Chron launch a surprise attack. You retaliate in Stage 6 with an assault on the enemy's headquarters. Next, continue your offensive in Stage 7 to recapture a space colony. Finally, Stage 8 pits you face to face with the enemy where you try to uncover the true nature of Chron!

Gun Control

This cart's a rough one, so you'd best be prepared to fight. You start off with three weapons—the D-D variable di-

rection gun, the LG Gatling gun, and the 25-SC, which fires three-shot bursts. Each time you complete a mission, you add other weapons to your arsenal such as the Burst Attacker which fires a bouncing projectile that explodes on contact. There are 14 weapons in all.

PROTIP: The D-D weapon easily destroys large ships. Just fire above the enemy vessel, and the explosive cloud inflicts lethal damage.

PROTIP: Take it easy on your guns. Weapons like the D-D and 25-SC do not have unlimited ammo. Try not to waste the shots.

Star Wars Defense

Here the best offense is a good defense. Along the way, you pick up three pieces of critical defensive equipment. Armor protects you against enemy fire. The Shield cuts the damage you suffer in half. The Back Pack enables you to fly out of the line of fire.



PROTIP: In stage 3, keep moving to avoid enemy fire. The enemy follows you, but just ignore them and dodge their fire. Use the D-D weapon on their mother ship!

PROTIP: To survive hits by major fire power, just find a place to rest a few seconds and your power slowly rises back to normal.

On Target

When it comes to strategy and fast action, Target Earth has it all. If you like to space out, this is the game for you!

Target Earth by Sega of America (Price Not Available).

DYNOWARZ™

THE DESTRUCTION OF SPONDYLUS



**Power the Mighty Robot Dinosaur, Cyborasaurus
on a Mission to Save the Spondylus System!**

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Pat Riley BASKETBALL

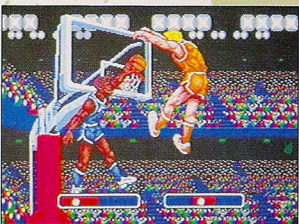
By **Charlie T. Aslan**

It's appropriate that Pat Riley, coach of the NBA's Los Angeles Lakers, has his moniker on a basketball video game that emphasizes the fast break. After all, the LA Lakers play at a frantic pace – slamming, jamming, flying up and down the court.

A Dunk-A-Thon

Pat Riley Basketball brings the Lakers' breakneck style to the Genesis. The offensive play is full of half-court passes and slam-dunks. In fact, 75% of your shots will be driving layups and dunks. Of course, your players can shoot 15-foot jumpers, but that strategy's just too risky when you can dunk the ball unopposed so often.

But don't get the idea this game's an offensive free-for-all. Solid defense can always stop a fastbreak offense, and learning defense is the key to playing competitive roundball with Pat Riley. Once you master stealing and shot blocking, you can keep the scores out of the ozone.



PROTIP: On the Easy and the Normal levels shoot long-range bombs from the backcourt, then position your players under the basket for the rebound and an easy slam-dunk.

This one or two player game lets you choose from eight different "Pro" cities such as New York, Boston, Los Angeles, Houston, and Denver. Pick your team and decide whether you'll be playing an exhibition or a tournament. Next, select the skill level of the computer opponent – Easy, Normal, or Hard. Teams are fairly even in strength and overall ability, but the five players on the team you choose are all unique

Player	SHOOT	PASS	SPD	DEF	FT%
BATHS	6	7	5	6	2
JAMES	7	6	7	7	0
WEST	7	6	7	7	0
BRASS	5	6	6	5	0
BROOKS	5	6	6	5	0

Player	SHOOT	PASS	SPD	DEF	FT%
BATHS	6	7	5	6	2
JAMES	7	6	7	7	0
WEST	7	6	7	7	0
BRASS	5	6	6	5	0
BROOKS	5	6	6	5	0

PROTIP: Scrutinize the skill ratings for your players. Some players are much better outside shooters than others. Use your best outside shooter for three-point shots. Likewise, some players are much better defenders and have a greater chance of blocking a slam-dunk.

Star or Bench Warmer?

To get to the championship game, you must pay attention to your players' skill ratings. Players are rated on a scale from 1 to 9 in four categories – shooting ability, passing, speed, and defense.

Shooting ability governs the player's outside shot. This rating is important for shooting three-pointers and any other jumpshot outside the paint.

If you want your team to function like a well-oiled machine, you'd better be able to pass the ball around. A high

passing rating is essential for your team's point guard to get the ball into the hands of your shooters, rather than turning the ball over to the other team.



PROTIP: It's important to have a fast player with good passing ability bring the ball up court. With a quick guard you're less likely to have your passes intercepted or have the ball stolen from behind.

PROTIP: On the Hard level, the computer defenders are very aggressive, so pass the ball as soon as a defender gets within reach of your ballhandler.

Speed refers to footspeed – how quickly your player moves on court. Since running and gunning is what it's all about, your players better be fast – especially your point guard. Additionally, a quick player is more likely to catch an opponent from behind and steal the ball.

PROTIP: Shoot as soon as you get the ball into the paint under your opponent's basket. It's almost always a slam-dunk.

The Defense rating governs your player's ability to steal the ball and block shots. Since defense is as important here as offense, this rating is critical to your team's success.

16-Bit B-Ball

Great graphics and some nifty sound effects add to the realism of this game. Once you master the "D," Pat Riley Basketball is an exciting, balanced game of roundball – one of the best available for any video game system.

Pat Riley Basketball by Sega (\$49.95).

**GENESIS
DOES**

WHAT NIN INTRODUCING MICHAEL



1. In the graveyard, Michael has to defeat the ghouls whose mere touch is poisonous.



2. With the Dance Attack, Michael outdances the tough hoods on the street.



3. Use Michael's high kicking power to send his enemies flying into the air.

It's here. The hit music video becomes the first ever hit music video game. It was designed by Michael Jackson himself. His moves match his video so closely, it's uncanny. The animation is unmatched. The stereo sound uses Michael's actual voice. And the music is unlike anything you've ever heard before in a video game. It's only possible with the 16-bit power of Genesis.

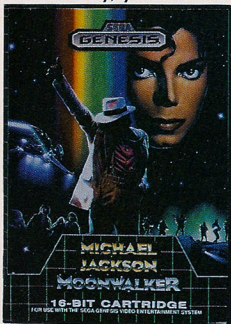
The totally evil Mr. Big is kidnapping the children of the world. It's up to you to rescue them. In 16 different rounds.

Take on Mr. Big's deadly henchman in Club 30 using your kicks, jump spins, punches and hat attacks. Battle wild dogs and young punks in the high-rise garage. Fend off the zombies in the cemetery. And dodge laser beams in Mr. Big's High Tech Hideout. This game's got it all.

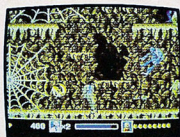
All of this to the stereo sounds of "Smooth Criminal," "Beat It," "Thriller," "Bad" and "Billie Jean."

Finally, you transform into a giant flying robot and use your own laser weapons and heat-seeking missiles.

And from the moment you hit the start button, you know one thing for sure. You can't do this on Nintendo.®



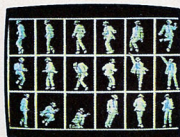
TENDON'T. JACKSON'S MOONWALKER.™



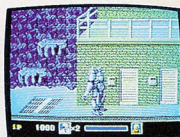
4. Michael searches through caves and caverns to find the carefully hidden kidnapped children.



5. Use the transporter beam in Mr. Big's hideout to move from floor to floor. Watch out for the automatic laser guns.



6. All of Michael's famous dance moves are in the game, including Moonwalking and the Lean.



7. To defeat Mr. Big's most challenging henchmen, Michael transforms before your eyes into an all powerful Robot fighting machine.



GENESIS DOES IT ALL.

SPORTS GAMES:



Tommy Lasorda
Baseball™



World Championship
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Tournament Golf™



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ARCADE GAMES:



Joe Montana Football™



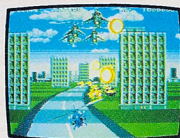
Golden Axe™



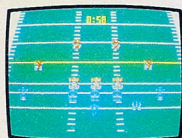
Space Harrier II™



Super Hang-On™



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Michael Jackson's
Moonwalker™



Altered Beast™



Ghouls 'n Ghosts™

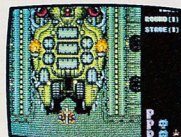


The Revenge of Shinobi™

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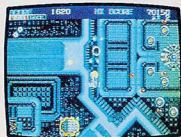


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Enchanted Castle™



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COMING SOON: DICK TRACY® AND SPIDER-MAN™



SEGA
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EARTH NEEDS YOU!



Target Earth™

Experience the future — high-tech adventure, excitement, action... and terror.

With a flip of your Sega® Genesis® switch, you travel through time, becoming Rex, Commander of the Earth Defense League



ASSAULT SUIT UNIT. You control the Assault Suit's 12 feet of plated battle armor, wielding the most powerful weapons known to man.

Suddenly...ATTACK!! Enemy Chron cyborgs overwhelm your space bases and head for Earth. You must stop them or die trying.

Discover the Chron legacy as you fight your way through eight combat

missions — each a challenge in skill, dexterity, and intelligence. With Target Earth™, the power to win is in your hands!

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DREAMWORKS™

AERIAL ASSAULT



By Chip Lange

It's 1999, a bad year for the world. The ruthless invader, N.A.C., plans to attack the Earth with the ultimate weapon—a deadly laser beam capable of burning a hole in the ozone layer the size of the United States! Only you have the skill to maneuver the Freedom Fighter into the fiery depths of N.A.C.'s fortress. Guess what? The fate of the world lies in your hands!

Sega of America's newest SMS action smash, *Aerial Assault*, is sure to leave you reeling from the thrill of fast-paced battle as you pilot an awesome assault fighter through five complex stages of vicious horizontally-scrolling one-player action.

Sea Hunt

You begin your mission to the secret N.A.C. fortress over the ocean. No safe harbor here as the air is filled with hundreds of the most advanced fighters ever made. The N.A.C. Navy is out in full force as well. Cruisers and battleships have their anti-aircraft guns locked and loaded just for you.

Watch out for hidden island outposts, armed with high-tech defensive weaponry. Incinerate these bases before they get missile lock on you.

PROTIP: You need bombs to nuke islands. Keep your eyes open for enemy planes spinning out of control. Destroy them for missiles and bombs.

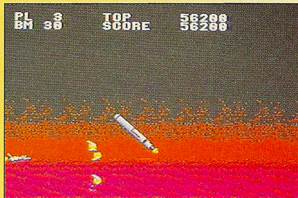
After you've torched the last island you encounter the battleship Vinsk's personal scout fighters—you can't miss them, they're nearly three times the size of your fighter. Don't worry, they're harmless as long as you don't run into them. But the Vinsk's five deadly anti-aircraft guns are all focused on you.



PROTIP: The fastest way to destroy the Vinsk is by shooting the guns closest to you first—they're the most accurate.

Air Wars

Next, Mission 2 action takes you above the clouds! As the sun sets, the N.A.C. is worried about you penetrating their defenses. In order to finish you off they throw up an all-out barrage.



Missiles are hard to shake.

ILLUSTRATION: MARC ERICKSEN



In the final battle, the CB-53 is much trickier than the Vinsk. This plane really spits rounds out at you.

Hot Fun

When you reach the desert area in Mission 3 you're close to victory, and to fail now would mean certain destruction of the earth. To replace your weapons now you must shoot down speedy helicopters.

You also have a new feature on your fighter, a shield. You really need it since it absorbs three direct enemy hits



Shields won't yield!

Be sure to destroy all mobile land-based missile launchers. They fire guided missiles which follow you around until you shoot them or they zap you. Keep your wits about you out here. Be sure to sweep the ground below free of enemies, and you'll survive. The enemy throws all types of weapons at you.



PROTIP: Watch out for the parachute bombs. They surround you and take you down with them if you're not careful.

The cliff fortress is tough, but, hey, you're flying the Freedom Fighter. With the right weapons you can dash right through their defenses.

PROTIP: Use missiles to destroy the double-walled base. You must destroy it twice, so don't let your defenses down.

The N.A.C. Strongholds

The adventure hits the climax in Missions 4 and 5. Keep a cool head and a steady hand, this fortress is not designed for a ship to enter so expect some pretty tight squeezes. And it takes massive doses of firepower to get past the guardian robots in the middle of both bases. Even time isn't on



Watch for the Trap Door.

your side; the weapons lining the fortress walls are all from the future! But your weapons improve as well. Get set for one heck of a showdown!

PROTIP: Shoot the mines to improve your weapons. You can't survive without them.



PROTIP: In order to invade the inner section of the first base you must get past the giant wall with the eye in the middle. Shoot the eye and then hurry through. The hole closes in seconds, never to open again!

Strap in for a rip-roaring flight to the finish that doesn't let up. Aerial Assault should have SMS pilots reaching for the sky.

Aerial Assault by Sega of America (Price Not Available).

Interceptors sneak up from below the clouds, from behind as well as in front of you. Mother Nature also tries to stop you with a deadly lightning storm, right in the thick of battle. Also, missiles quickly home in on you here, so watch for attacks from all directions.

PROTIP: In order to survive the lightning as well as destroy all the missiles from below, stay to the lower left of the screen and fire constantly.

PROTIP: Halfway through the level a medium-sized bomber attacks you. Destroy it quickly and then move to the middle of the screen to avoid the missiles.



PROTIP: To blast the CB-53, destroy the guns that are closest to you first.

Devil's Crush

PRO TIP: You'll find out what the password is for when you get close to rolling over the scoreboard at

999,999,999. And if you do score that high, you'll blow up the screen!

Turn all three blobs to red to get a free ball.

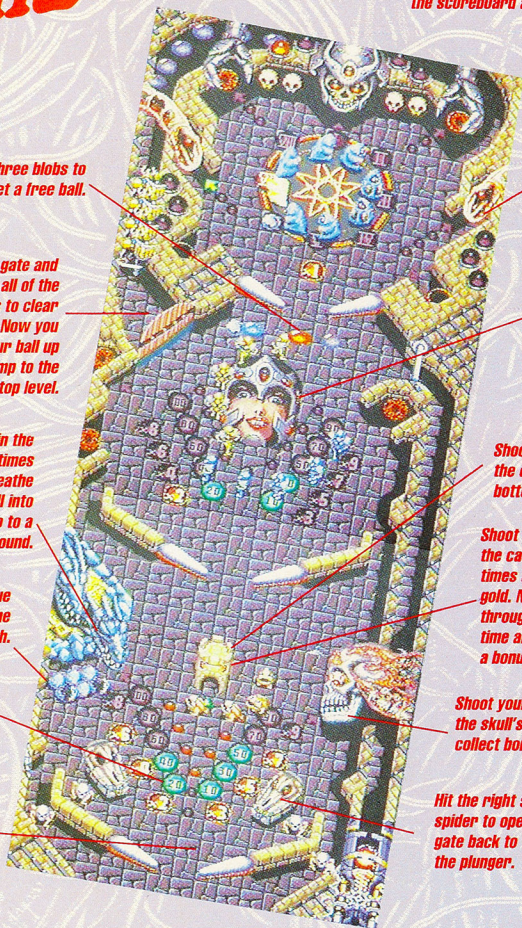
Open the gate and blast all of the guardians to clear your way. Now you can roll your ball up the ramp to the top level.

Hit this dragon in the snout multiple times and he'll breathe fire. Put the ball into his mouth to a bonus round.

Blow up all of the blue eggs to open the skull's mouth.

Light up all of the bonus lights and earn an extra ball.

Three warp holes appear here occasionally. Shoot your ball into them to instantly enter bonus screens.



Shoot your ball through this upper ramp to wipe out all of the grey gels and earn bonus points.

Wake the lady up and turn her into a lizard. Then shoot the ball into her mouth and you'll head to a bonus screen.

Shoot your ball through the castle to create a bottom bumper gate.

Shoot the ball through the castle multiple times and it turns gold. Now, shoot it through one more time and head into a bonus screen.

Shoot your ball into the skull's mouth to collect bonus points.

Hit the right skull spider to open the gate back to the plunger.

By Andromeda

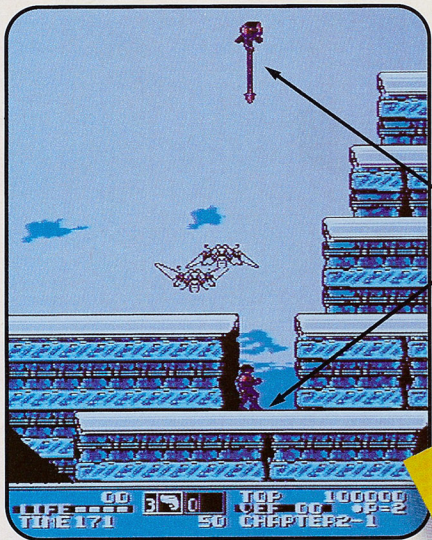
They're baaa-aaack! Those nasty, creepy, evil denizens of the other-world have returned in an all-new shape and form to inhabit yet another pinball screen. This monstrous sequel to Alien Crush called Devil's Crush is gruesome pinball action you'll find horrifyingly addicting. Devil's

Crush has the same features that made Alien Crush a smash – highly realistic pinball action and enough ghoulish twists and turns to ensure that every game is different. Even more hideously exciting, Devil's Crush has some interesting improvements on Alien Crush – including a

lot more on-screen activity in the shape of creepy creatures, beautifully detailed graphics and bone-chilling sounds, and much smoother scrolling from top to bottom for better gameplay. Altogether a more-than-fitting sequel. Get ready to have a devil of a time!

Devil's Crush By NEC (Price Not Available).

Jump!



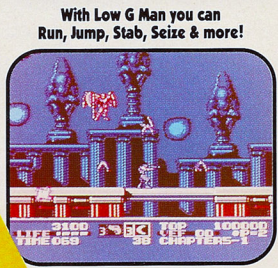
Power-up your anti-gravity belt, then jump almost 9 SCREENS HIGH!

END JUMP HERE!

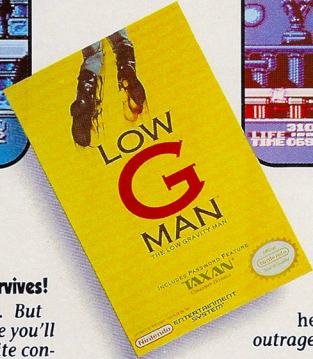
START JUMP HERE!



Use super-human jumping skills to climb giant cliffs & tall towers.



With Low G Man you can Run, Jump, Stab, Seize & more!



Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a super-human jump (up to 13/4 screens)!

If You Fail, No One Survives!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds,

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

TAXAN
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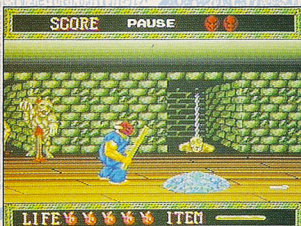
SPLATTER HOUSE

By Abby Normal

It was a cold, blustery day when Rick and Jennifer set out on their holiday. A few hours into the journey and miles away from civilization, the weather took a drastic turn for the worse. Suddenly the pair found themselves smack in the middle of the most treacherous thunderstorm since 1890, the same year that the mansion of the late, great parapsychologist, Dr. West, was built. Little did they know when they ducked into that old "haunted" house to seek refuge from the storm that their lives were about to become a living nightmare. It all began when Rick turned around and Jennifer was no longer there.

Rick and His Trusty Stick

It's no "tunnel of love" as Rick finds himself traversing the seemingly endless territories of seven macabre horror scenes. Sensing impending doom, Rick uses whatever he can to defend himself – a stick, a rifle, a cleaver, or perhaps just his fists!



PROTIP: Keep a keen eye on the zombie prisoners chained to the walls and ceilings of the various tunnels. They spit up toxic saliva just as Rick passes by. To avoid this hazard don't pass by until they've done their thing, then simply jump over the noxious puddles.

Sea of Madness

Rick may not be wet behind the ears, but his feet are definitely a bit on the damp side in Scene Two. Tossed into an underground water system, Rick has no choice but to wade and whallop his way through water polluted with monsters and stinging spiked balls.



PROTIP: Once you've conquered the "highly spirited" furniture at the end of Scene Two, scoot your tail over to the far right corner of the room and park it for a few. If you make a move too soon, your lights get knocked out by a falling chandelier.

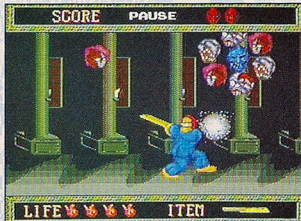
Young Dr. Kill-Dare

Scene Three takes Rick deep into a very dark, evil forest. Good news, though! It seems somebody or something has dropped a rifle, and now it's just lying there ready and waiting to be found. Of course Rick finds it just in the nick of time as rabid wolves and more mutant zombie creatures come bursting through the trees.

PROTIP: To keep the crazed wolves from attacking you in Scene Three, use zombie meat to distract them. Gross, but true. That's what your rifle is for, so just blast a zombie and move out of the way.

A Prayer for the Dying

Splatter House won't gyp you out of a visit to that all time horror classic, the "haunted house." It's all there in Scenes Four and Five, complete with a hall of mirrors and a very scary library.



PROTIP: Inside the church (Scene Five), smack the blue head that's in the center of the swarming cluster. Once it's destroyed, all the others die off as well.

From the Fryer into the Fire

Things literally get hot and sticky in Scenes Six and Seven. Not only does a wave of sticky embryo-monsters try to attach themselves to Rick, a small army of flame monsters also comes leaping out of the sky and tries to turn him into a crispy critter. The worst, of course, is saved for last. We don't wanna' ruin the ending for you, but let's just say that after you see this thing you'll never walk through another graveyard again!

PROTIP: Kill the embryo-monsters by bursting their bubbles before they hatch.

Talk about tension and suspense, wow! Splatter House has plenty to go around. Excellent graphics and challenging gameplay make this seven-level nightmare come true very entertaining and well worth a look.

Splatter House by NEC (\$61.99).

JVC

JVC MUSICAL INDUSTRIES INC.
6363 SUNSET BLVD., SUITE 500
HOLLYWOOD, CA 90028

BOULDER DASH



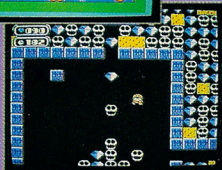
Rockford, the son of an adventurer, takes up the quest from his late father's will. To find the Secret Jewel of the Six Worlds, the quest begins in the strange and perilous Boulder Dash!

An underground world swarming with weird enemies, all out to prevent you from collecting the priceless diamonds just waiting to be mined. Can you master the enchanted walls, transform butterflies into jewels, find the mysterious escape tunnel, and get away from the growing amoeba before it engulfs you? Six different magical worlds of adventure await you in BOULDER DASH!

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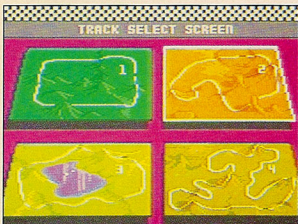
Nintendo
ENTERTAINMENT SYSTEM.



By The Screamin' Bohemian

Working like a maniac into the wee hours of the morning has, at last, paid off. Stepping back to admire every gleaming angle of your new-born creation, you feel confident that not even the great Dr. Frankenstein himself could have given life to a finer beast. Pretty dramatic stuff to describe motorcycle customizing but, hey, you're passionate about your hobby and besides, this baby is your ticket to the winner's circle in the wildest cycle competition in town, MotorPsycho for the Atari 7800.

After a quick look-see you'll understand that "psycho" is indeed the operative word in this cart's title. Between the mind-crushing intensity of four different tracks and the maniacal behavior of the competition, you'd have to be a bit psychotic yourself to want to participate. Amateurs, go home!



Attack of the killer track!

Nuts, Bolts, and Jolts

The power of selection allows you access, in this single player game, to any of the four tracks. Don't jump the starting gun, though. Until you get a handle on the speed and the response of your machine, it's best to begin on the first designated track option, the least menacing of the lot.



PROTIP: Should you under-compensate a turn and churn up a bit of off-road earth (track 1), press the B button to jump over the road signs you're about to get up close and personal with. **Note:** This is most effective on the first track option. The second, third, and fourth options have too many signs to clear, safely, in one go.



PROTIP: Watch the horizon for upcoming hills. You can use them to your advantage to gain mega points by taking off into a gravity-defying jump by, once again, hitting the B button when you hit the crest.

Hairpin Blues

Don't bother heisting your sister's hairspray 'cause even that would do lit-

tle to keep you stuck to the scary "hair-pin" turns on the more advanced tracks. Aside from the talents of your lean machine, it's your own skill, concentration, and will to win that will get you through this tangle. Take heed of that infamous coaching phrase and practice, practice, practice!



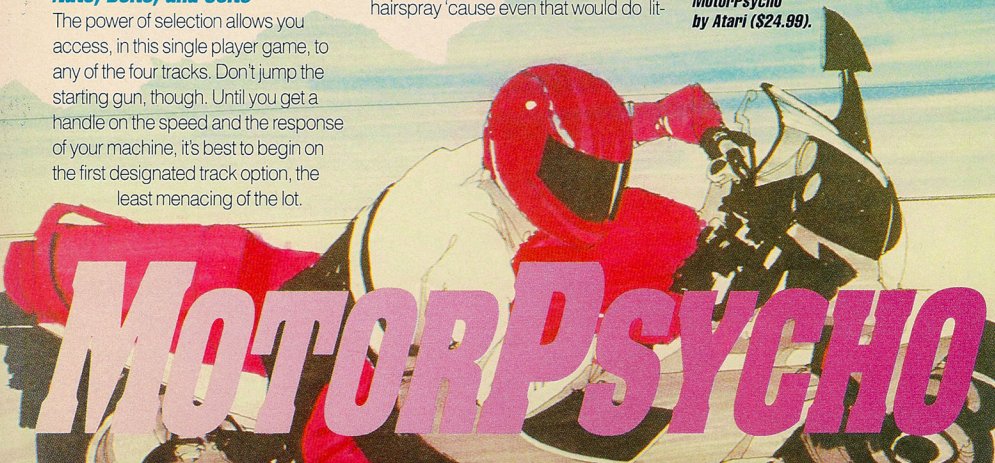
PROTIP: There's no time to enjoy the flying tires and fireworks of a crash 'cause the clock waits for no one. By pressing both A and B buttons simultaneously you'll be up, revving, and ready to rip once again.

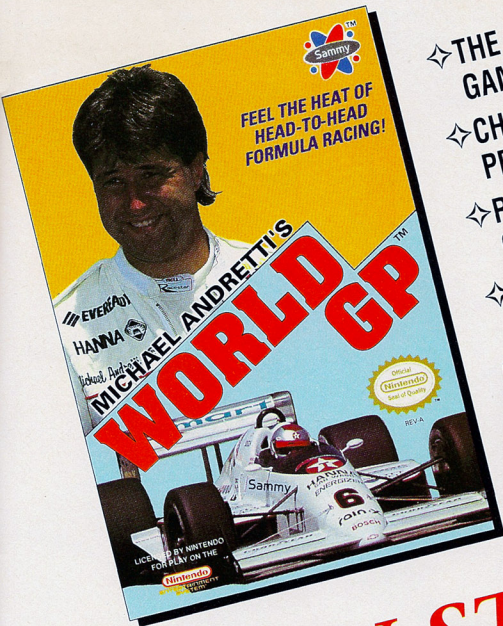
PROTIP: On tracks two through four, downshift before you come to the bend, hang the turn on the inside, and then shift up again as you come out.

There is a definite method behind all this "MotorPsycho" madness. You don't have to be a scientist to figure it out, but you do have to be hungry enough to gain the winning edge. Want to be enlightened? Just jump on the back of your 7800 and ride, ride, ride!

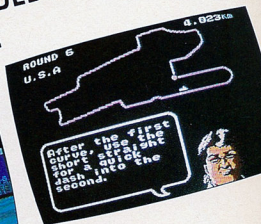
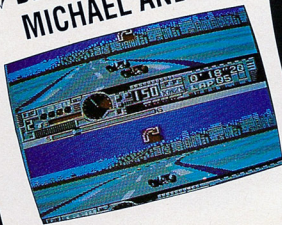
MotorPsycho
by Atari (\$24.99).

MOTORPSYCHO

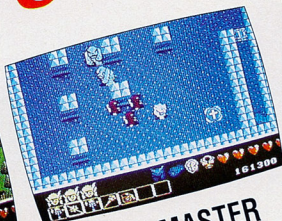




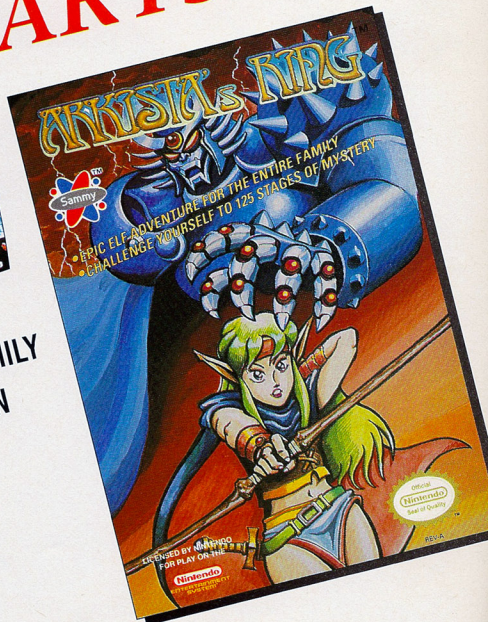
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By Gideon

KRAK! A right to the head! WHOOMPH! A blow to the stomach! WHABOOM!! An uppercut sends you sprawling to the floor! No, it isn't a K-Mart Blue Light Special stampede for men's underwear; you're about to step into the ring in Activision's Heavyweight Championship Boxing!

Pugilist Pals

Play Heavyweight Championship Boxing solo against the Game Boy, or you can hook up the Video Link and take out

PROTIP: Keep an eye on your Left and Right hand punch meters to see when your Knockout Punch is coming up!

punching and jabbing, you'll have to dodge and block their blows.

At the start of each fight, you customize your fighter by choosing his Knockout Punch – straight jab, hook, or uppercut – and adjusting the power levels of your fighter's Punch Power, Speed, and Stamina. You gain an extra Punch Power point whenever you K.O. your opponent, and gain two extra points if you K.O. him in the first two rounds!

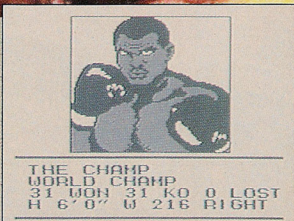
Timing your punches and monitoring your Stamina and Knockdown meters are crucial if you hope to make it to the championship fight! Just as in real-life boxing, you have to conserve your strength and know when to dodge or throw a punch. If your Stamina meter is low, build it back up by dodging and clinching your opponent as much as you can. If your opponent's Stamina meter is ever below five units, force him into a corner and barrage him with a continuous flurry of blows!

HEAVYWEIGHT CHAMPIONSHIP
BOXING

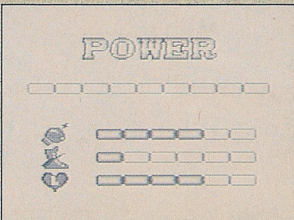
all your repressed grudges against your siblings and best friends! You have your choice of six champion boxers, but your best bet is to start out as The Champ, the undisputed World Champion with 31 KO's and 0 losses! Each player has specific strengths and weaknesses which you have to uncover by putting them through their paces. Always remember whether your opponent is right or left-handed, that's where their knock-out punch will be coming from!

How to Be A Contender

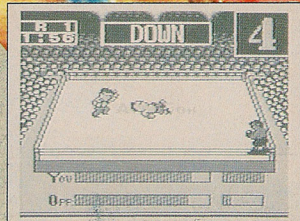
Gameplay is just as exciting and detailed as any arcade boxing game! You see a pair of floating boxing gloves and the outline of your head, as you face off against your opponent in a radical first-person perspective! Watch the stars fly as your straight punches, hooks; and uppercuts pulverize your opponent. However, this game isn't just



Your best bet is to choose The Champ.



PROTIP: Fly through the first couple of rounds by initially setting The Champ's power units as shown. Build up his Speed and Stamina to the maximum first as you gain more power units.



Make your opponent kiss the canvas!

A Ringside Romp

Heavyweight Championship Boxing brings home all the fun and glory of professional pugilism without the inherent brain damage and impairment of internal body organs. It's fast-paced, exciting action that's different each time around. In the famous words of that boxing legend, Rocky: "Yo, Adrienne!..you're gonna luv it!"

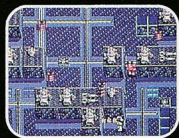
Heavyweight Championship Boxing by Activision (\$24.95).

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COMING SOON
FOR GAME BOY!
the AMAZING
SPIDER-MAN

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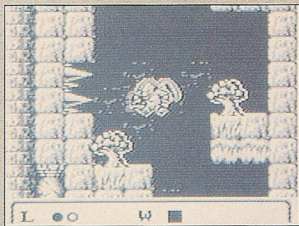
by **Charlie T. Aslan**

Every once in a while, a game comes along that is so original and enjoyable it becomes an instant hit and remains a top-seller for years to come. Gargoyles' Quest, Capcom's latest title for the Game Boy, falls into this category. It is, by far, one of the most exciting releases yet created for the Game Boy – the type of game that is so good, people might buy Game Boy units just to play it.

Earn Your Wings

Gargoyles' Quest is part of the Ghosts and Goblins series that has been such a mainstay in video game entertainment – arcade, NES, and Sega Genesis. The outstanding difference in this cart is the character you control. Rather than your typical armor-clad hero, you play a thick-skinned gargoyle, complete with leathery wings and 12-inch claws.

You are Firebrand, the Guardian Gargoyle of the Ghoulish Realm. Your mission is to search the Realm, discover the heir to the magic flame, and bring peace back to the Ghoulish Realm. Peace is possible if you can defeat the evil King Breager and his invading Destroyer race.



Fly or jump in ANY direction.

Gargoyles' Quest is unique because it features 360-degree scrolling – You can move in any direction, not just horizontal or vertical, and you control your flight, when to hover and when to land. In earlier stages of the game, Firebrand can't stay aloft for very long,

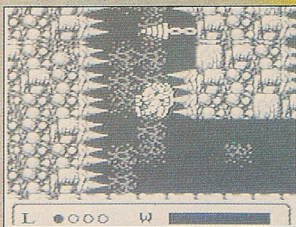
so you have to maneuver by jumping, walking, and taking short flights.

PROTIP: *During random combat situations, it doesn't matter if you take damage during the fight. Once you win you're back at full strength.*

A Real Wing-Ding

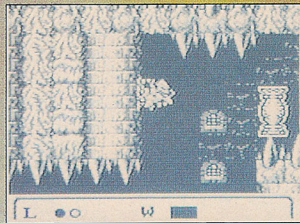
Your abilities are governed by three factors – jumping power, wing power, and life force. Life force starts at 2 and can climb as high as 5. If Firebrand's life meter drops to zero, you lose one life. Jumping power is exactly what it implies – how high you can jump outward or upwards. Wing power determines how long you can stay aloft when in flight.

PROTIP: *After acquiring the Wings of the Falcon, you'll be able to cross the wide ravine between you and Rushifell's castle by running and jumping off the cliff, hovering and moving towards the right. As your wings run out of power and you begin to descend, hit the A button to flap them. You should end up clinging to the bottom of the wall on the right cliff.*



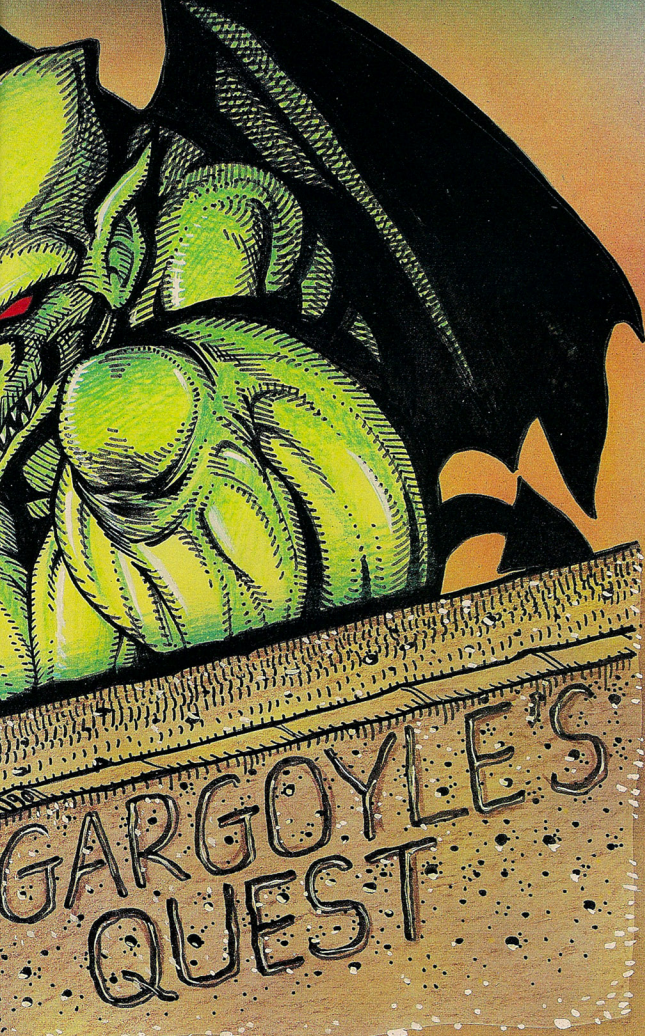
PROTIP: *When you're enroute to the Keeper of the Eternal Candle, you'll encounter a double vertical wall of moving spears. If you jump down the shaft, you'll only be hit by the first spear and pass through all the others.*

You can cling to any rock surface (wall or floor) with your claws. By using a combination of jumping and flying, you can safely maneuver around fiendish creatures such as Bellizemoses (giant bats), Bone Snappers (piranha-like fish), ghosts, and demon toads.



Keep a tight grip on that wall – thanks to 12-inch claws.



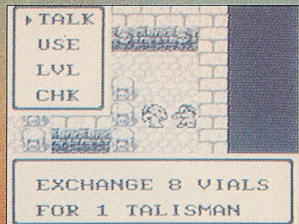


Flying High, Wind At Your Scales

There's more to Gargoyle's Quest than moving and shooting. This is a quest, so you'll travel over land, fire, and water in search of the various magical items that increase your power and help you progress. As you advance in skill level, your flying ability, strength and jumping

power all improve. This is important because without increased abilities, you don't stand a chance against the challenges of the later levels.

You'll also encounter towns and villages where you can get bonus lives, pick up a new password, and get information from the locals. These towns serve as resting places—safe haven from the minions of King Breager.



PROTIP: In the villages, you can trade in vials you have found for Talismans of the Hurricane—each of which give you a bonus life. The talisman sellers will always tell you "...any more would be greedy," and try to sell you just one talisman. **IGNORE THEM.** You can have up to nine talismans in your possession at one time—nine extra lives! There's no penalty for being greedy in this game.

You'll also get better weapons as you advance. For example, your fire-breath can destroy rocks that are in your path and create footholds on dangerous jagged terrain so you can climb injury-free.

PROTIP: In the final battle, King Breager offers you a chance to join him rather than fight. It would be wise to turn down Breager's offer. If you say "yes," all your power is drained and you'll still have to battle Breager.

Claw Your Way To The Top!

Great games have plenty of diversity to keep even the most experienced players interested and Gargoyle's Quest is no exception. You'll be amazed by the differences as you travel to castles, fire-ravaged cities, cliffs and caverns—all presented in fantastic graphic detail.

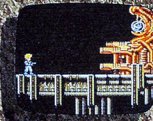
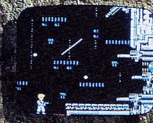
Gargoyle's Quest's detailed graphics and great music will amaze you and the excellent gameplay will keep you glued to your Game Boy. You just might find yourself addicted to this cart! Remember, when you start flapping around your house and clinging to the furniture, you'll know it's time to put the game down!

Gargoyle's Quest by Capcom (\$29.95).

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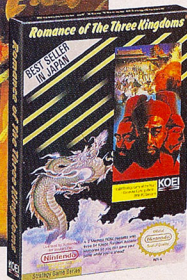
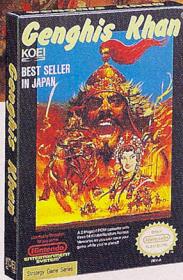
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👑 1989 Best Video Game Innovation
1989 Best Strategy Video Game
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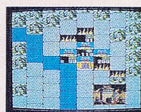
Conquests Of Love and War

Build an empire as Genghis Khan, or one of his rivals. Battle your enemies with a cavalry, lay siege to their castles with archers, or even challenge them to a duel.

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S.W.A.T. HOT TIPS

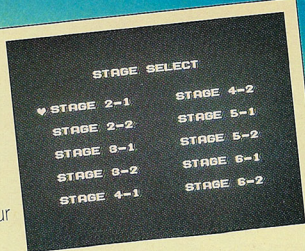
SECRET WEAPONS AND TACTICS

Astyanax (Nintendo)

Level Select

To play any level in Astyanax try the following pad trick during the title screen: Push Up, Down, Left, Right and then Button B four times. Use the menu that appears to select your level.

Michael Roldan, Jamaica, NY



Phantasy Star II (Genesis)

Keep Nei Alive!



Even though Nei will be killed by Neifirst while fighting alone nobody said you couldn't bring her back to life while the three remaining comrades are fighting. Before going to Climatrol have Shir steal some Moon Dew. Give it to Rudo, Rolf, or Anna. Then go to Climatrol. After Nei is killed and during the fight with the three comrades and Neifirst, use Moon Dew and bring Nei back to life. When more fight together you suffer less damage. Make sure that you have at least one character use Strategy for each round of the fight or it drags on and possibly kills all of your characters.

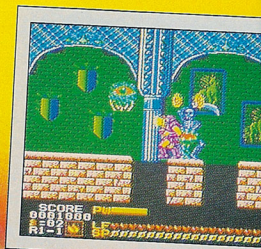
Michael Campana, Poland, OH

Burai Fighter (Nintendo)

Passwords!!

Stage Two: BALL
Stage Three: JOKE
Stage Four: DOLL
Stage Five: PAIL
Stage Six: GOAL
Stage Seven: GAME

James Clifford Wilson, Watertown, NY



Metal Fighter (Nintendo)

Level Select

When the title screen appears, press down on both the A and B buttons. At the same time, hit the Select button twice for Stage 2, three times for Stage 3, etc. Then hit the Start button and you're off!

Vincent Bassani Jr., Wantage, NJ



The Adventures of Lolo (Nintendo)

Password Trick

In the Adventures of Lolo this password trick enables you to jump ahead to different floors! If the second letter in your code is earlier in the alphabet than the fourth, simply switch the two. This works for all codes starting with A, B, C, or D.

Jeffrey Samu, Aurora, CO





Ironsword (Nintendo)

Password Trick

To get three lives on a level like the Ice Fire Mountain, type the letter "N" in place of the 5th character in your password. Enter all of the rest of the letters in your password in the exact order that they were originally. Now you'll begin with three lives.

Kenneth Uhnak, East Providence, RI

Military Madness (TurboGrafx)

Passwords



- | | |
|------------|------------|
| 1. Revolt | 17. Milton |
| 2. Icarus | 18. Iragan |
| 3. Cyrano | 19. Liptus |
| 4. Ramsey | 20. Inakka |
| 5. Newton | 21. Tetros |
| 6. Senec | 22. Arbine |
| 7. Sabine | 23. Rectos |
| 8. Aratus | 24. Yeanta |
| 9. Galios | 25. Monoga |
| 10. Darwin | 26. Attay |
| 11. Pascal | 27. Deshta |
| 12. Halley | 28. Nekoe |
| 13. Borman | 29. Eratin |
| 14. Appolo | 30. Soleis |
| 15. Kaiser | 31. Sagie |
| 16. Nector | 32. Winner |

Jeremy Gemo, Kelowna, Canada

Astyanax (Nintendo)

Invincibility

To become invincible press Up, Up, Up, Up, Down, Left, Right, and Up during the title screen. Now you can master the monsters!

Simon Youngblood, Topeka, KS

Thunderbirds (Nintendo)

Level Select

Push Up and Left simultaneously while resetting the game. Now push Button A, then Button B, then Select. Now pick your level.

Gary Barth, Redwood City, CA

Thunderbirds (Nintendo)

Automatic Level Finish

Start the game. While playing push Pause. Now push Up and Left simultaneously. Then push Button A, Button B, and Select simultaneously. Next unpause the game. This finishes the level automatically.

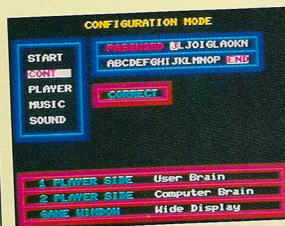
Gary Barth, Redwood City, CA

Herzog Zwei (Genesis)

Last Level Password

Here's the code for Round 32 (the final round): JLJOIGLAOKN

Alexis Morgenstern, Miami, FL



Abadox (Nintendo)

Invincibility

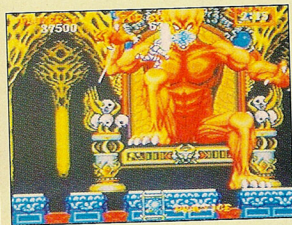
To become invincible in Abadox try the following pad trick during the title screen: Push A, A, Up, B, B, Down, A, B, and Start.

Michael Roldan, Jamaica, NY



Ghoul 'N Ghosts (Genesis)

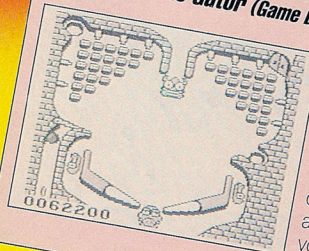
Another Way to Beat Loki



Here's another way to beat Loki. Get the Psycho Cannon from Valkyr and then when you get to Loki first jump on one of his feet, then when he lifts you you up in the air, jump on his knee on the opposite leg. This way you can fire rapidly at his chin both when his knee is lowered and when it's raised. You can destroy him almost instantly.

Jeff Nabas, Atascadero, CA

Revenge of the Gator (Game Boy)



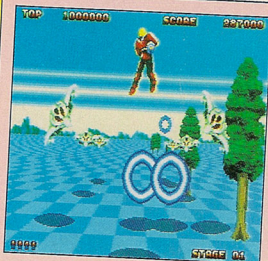
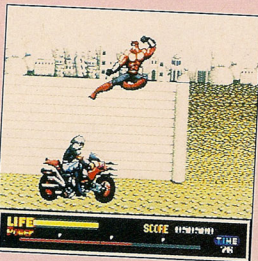
Getting Into the Secret Round is No Problem

When you get the door that leads to the upper screen to disappear but you shoot your pinball and it's almost going to make it but not quite try the following: Press Pause and the flap closes, making sure your ball is safely inside.

Ryan Harper, Manitoba, Canada

The Last Battle (Genesis)

Select Levels



Try this trick to select levels in The Last Battle. First, put a copy of Space Harrier II into your Genesis. Push Button A during the title screen and you'll get to the selection screen. Now, take the game out of the Genesis without turning the unit off. Now, insert the Last Battle and when it says "Legend of the Final Hero" push Buttons A, B, C, and Start at the same time. The screen should say Chapter 1. Push Up on the control pad to make the Chapters change. Then simply push Start to begin on your desired level.

Mark Hamo, Fairlawn, OH

WARNING!! Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx or any other game unit. Perform them at your own risk.

Zelda II (Nintendo)

Use Turbo to Power-Up

If you're into Zelda II you already know how tedious it is to raise your various elements of power. If you've got a turbo, there's an effortless way to do this on a day when you've got other things to do.

Go to the Moruge Swamp and pick a fight with the strong enemy. Eliminate the Octoroks and proceed to the far left of the screen,

facing east. By keeping the B turbo pressed Link never misses a Moby. Use a small "C" clamp (available at any hardware store) to keep the button down and check in every half hour or so. When Link reaches the next point level the game will pause. Don't undo the clamp. Choose as usual and continue. To raise all levels above eight it takes a single life and about a minute per 58 points. No sweat!

Dan Johnson, New Gloucester, ME

HEIANKYO ALIEN™



THE JAPANESE MASTERPIECE

One thousand years ago, an army of malicious aliens invaded the peaceful city of Kyoto, forcing the villagers into an endless battle with the unwelcomed visitors.

This is the classic video game that took Japan by storm ten years ago. This new **HEIANKYO ALIEN** program, made especially for Game Boy, has the added attraction of providing you with two different versions for twice as much excitement and double the fun!

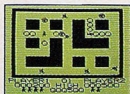
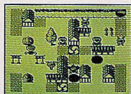
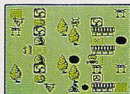
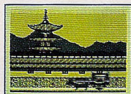
HEIANKYO ALIEN features the Multi Matrix Sound System (MMSS), the latest advancement in audio high technology.

In addition, with the new two player opponent mode, available only on Game Boy software, two players can enjoy the thrills of this exciting game simultaneously!

HEIANKYO ALIEN, the Japanese masterpiece, is a game everyone will enjoy.



GAME BOY



meldac

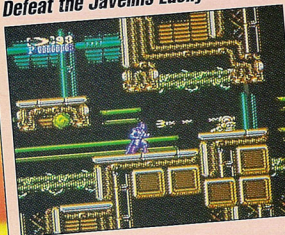
MELDAC OF AMERICA, INC.

1801 Century Park East,
Suite 2210
Los Angeles, California 90067
(213) 286-7040

contact: Robert Leitgeb

Batman (Nintendo)

Defeat the Javelins Easily



Here's a safe and easy way to defeat the "Javelins" found on Stages 2 and 5 of the game. Select the Batarang and stand just out of reach of the Javelin's spear when it's fully extended. When the spear is at it's most outstretched point hit it with the Batarang once. If this is done correctly it only takes one hit to destroy the Javelin instead of the usual four. This also helps you conserve pellets.

Mark Harkins, LaSalle, IL

Chip's Challenge (Lynx)

Passwords

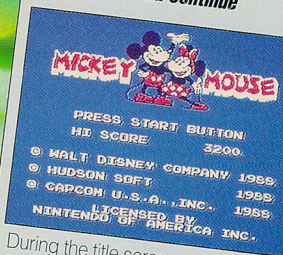
- | | |
|---------|----------|
| 1. BDHP | 10. CNPE |
| 2. JXMJ | 11. DCKS |
| 3. ECBQ | 12. BTDY |
| 4. YMCJ | 13. COZQ |
| 5. TQKB | 14. SKKK |
| 6. WNLP | 15. AJMG |
| 7. FXQO | 16. HMJL |
| 8. KCRE | 17. KGFP |
| 9. VUWS | |

(See next issue for the next series of password).

Sean Moser, San Diego, CA

Mickey MouseCapade (Nintendo)

Level Select and Continue



When the title screen try the following pad trick:

Pirateship: Up, Select, A, B, and Start simultaneously.

Castle: Down, Select, A, B, and Start simultaneously.

Ocean: Right, Select, A, B, and Start simultaneously.

Woods: Left, Select, A, B, and Start simultaneously.

Continue

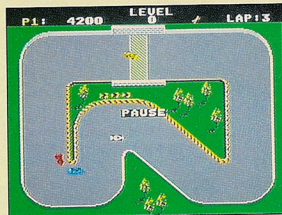
When the "Game Over" screen appears, wait until the title screen comes on and then press Button A and Start. You'll continue from your last level of play.

Tyrus Thomas, East Orange, NJ

Super Sprint (Nintendo)

Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line



and sometimes the game will continue to add laps. This trick enables you to take more time to grab the wrenches and power-ups on the track.

Ryan Jaster, Rock Island, IL

Super Hydlide (Genesis)

Find the Subterranean City

After your character changes job titles head to the graveyard that is northeast of the Tower of Habel. Push Up on the tombstone that is right next to another. If you search the tombstone before you change titles you won't be able to understand the writing. In this city you'll find Magical Mail inside of a haunted warehouse. Up one screen from the graveyard you'll find the silver sword. It's not really a good weapon since its weight is 8,000. It's much better to sell it for 12,000.

Michael Campana, Poland, OH

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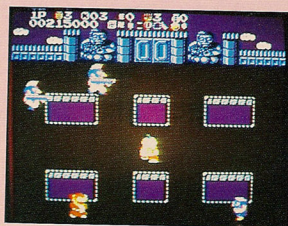
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Kung Fu Heroes (Nintendo)

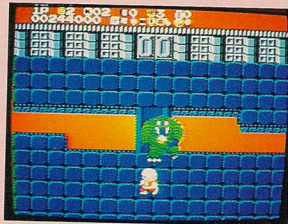
World 8



8-1: In the last world attacks from enemies are very quick and intense. You need to use Miracle Kicks frequently. If you forgot to get the beads in Stage 7-4 you won't be able to see Mr. Coffin.

In this last stage there are no rocks, blocks or special items so you can't accumulate "G" balls or Miracle Kicks. If you want to advance to further stages, reserve the "P" ball for Stages 8-2 and on.

Enemies you'll encounter include Bison Commando, Cat Mage, Gun Man, and Mr. Coffin (invisible).



8-2: There are no quick passages in this stage. If Uni-Gon appears use Miracle Kicks if you have to but try to avoid him. Dodge the bullets fired by Mr. Coffin and Cat Mage. Attack them with Miracle Kicks. Remember, use your Miracle Kicks when you have to.

Also, be aware of the number of "K" marks you have.



8-3: The Dragon runs across the screen madly. Attack him with Miracle Kicks and use the sword to strike him on the head several times. If you have six "\$" bags you may want to use a "P" ball.



8-4: This is it! The last stage. Look for the Scroll "B". It is hidden in the air in the middle of the screen. Dragon Head is tough. Be careful. You can only attack him with a "P" ball. "G" balls and Miracle Kicks are only useful for Uni-Gon. However, when you get the "G" ball, enemies won't attack you. If you don't have "P" balls you need to defeat Dragon Man first then you may attack Dragon or Uni-Gon five times with the sword.

When you clear Stage 8-4, you'll see the end, and the game starts again from the beginning (Stage 1-1) with the last score you had.

Kung Fu Heroes (Nintendo)

Can You Find 10 Million Bonus Points?

There is a rumor among the challengers of the champions tournament that there is a secret to reaching the high score! Try killing yourself in the following stages and see what happens. Figure out what all of these stages have in common: 1-3, 2-2, 3-2, 3-4, 4-1, and 5-1.

Kung Fu Heroes (Nintendo)

Special Bonus Stage!

There is a secret special kind of bonus stage. It looks like "break time" but look carefully. Your chosen character is in the screen, and you can collect as many valentine marks as you can.

A red valentine is worth 10,000 points. A blue valentine is worth 100,000 points. If you work together with your partner, you can collect more than 1,000,000 points.

To make the bonus stage appear, walk around the screen counter clockwise and touch each corner.

Enjoy
Hudson

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Top Teams

Team	W	L	P
BRONX	11	0	0
YANKEES	10	0	0
GIANTS	9	0	0
RED SOX	8	0	0
ANGELS	7	0	0
INDIANS	6	0	0
GIANTS	5	0	0
GIANTS	4	0	0
GIANTS	3	0	0
GIANTS	2	0	0
GIANTS	1	0	0

Official Baseball News

Team	W	L	P
BRONX	11	0	0
YANKEES	10	0	0
GIANTS	9	0	0
RED SOX	8	0	0
ANGELS	7	0	0
INDIANS	6	0	0
GIANTS	5	0	0
GIANTS	4	0	0
GIANTS	3	0	0
GIANTS	2	0	0
GIANTS	1	0	0

Overall

Team	W	L	P
BRONX	11	0	0
YANKEES	10	0	0
GIANTS	9	0	0
RED SOX	8	0	0
ANGELS	7	0	0
INDIANS	6	0	0
GIANTS	5	0	0
GIANTS	4	0	0
GIANTS	3	0	0
GIANTS	2	0	0
GIANTS	1	0	0

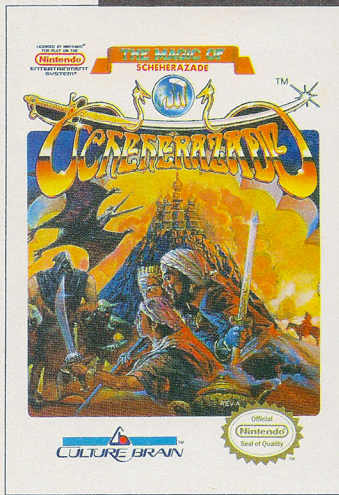
Gameplay

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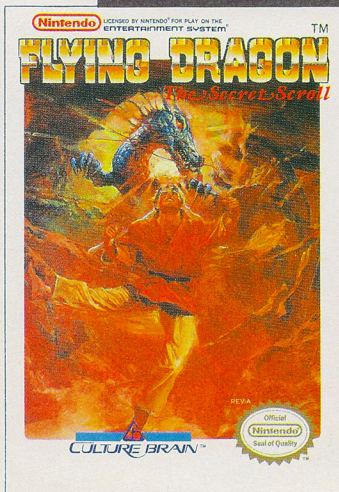
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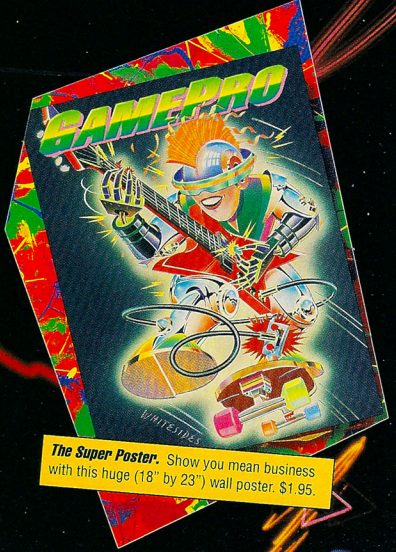
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Ask The Pros

Nintendo

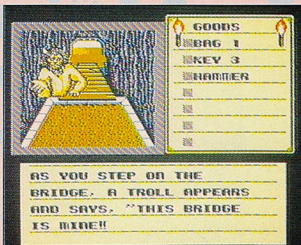
Shadowgate

We have been overwhelmed with questions about the NES/Kemco-Seika cart *Shadowgate*. So this month's Ask The Pros column will try to cover the most frequently asked questions regarding this challenging game.

Dear ASK THE PROS,

I am having *Shadowgate* trouble: when I get to the troll who asks for gold, I don't have it. What do I do?

David E. Privee, San Diego, CA



Dear David,

There are two ways to get past the greedy Troll. The easiest way is to get the spear on the floor of the fire-breathing dragon room. When the Troll asks you for gold, use the spear on him. This method for crossing the bridge will work only once – the next time you cross this bridge, Mr. Troll returns your spear to you – point first!

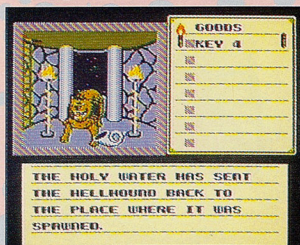
The other method of crossing the Troll's bridge involves using the 'Uterior Humana' scroll. Use this scroll on yourself and you will be invisible. Now, just walk by the Troll.

Dear ASK THE PROS,

I'm stuck on two parts in *Shadowgate*. First, how can you defeat the hound guarding the Platinum Horn? Also, what opens the door beside the wishing well? Please help me.

James Gordon, Manitoba,

Canada



Dear James,

The perfect weapon for defeating the Hellhound is holy water. You can find some in the laboratory. Don't forget to 'open' the vial before you use it.

Regarding the door next to the wishing well, don't bother with it. You can't open it, it's just a trick to get you to waste time.

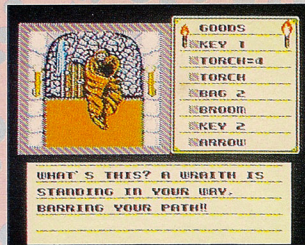
Dear ASK THE PROS,

I'd like to know how to get past the Shadow Wraith waiting for you right after you cross the strong bridge which is located in the hole in the wall. I have tried everything.

Chris O'Brien, Ontario, Canada

Dear Chris,

To defeat the Shadow Wraith, you must first find the special torch. It is on the wall in the first hallway after you open

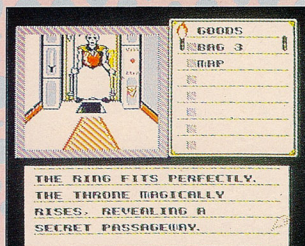


the double doors, next to the area with the open book sitting on a ledge. When you light this special torch, you will notice it glows green (Note: you must light this torch using your left-hand torch). Throw it at the Wraith and your problem will be solved.

Dear ASK THE PROS,

I'm having a little trouble in the King's throne room? I've already given him his scepter and the pillar opened, but what do you put in the hole in the pillar and how do you get it?

Aaron Reeder, Jonesboro, Indiana



Dear Aaron,

You'll need a ring that can be found in the garden. Put the ring in the slot in the wall. Doing this, in addition to giving the King the scepter, will open up a passage so you can continue on your way.



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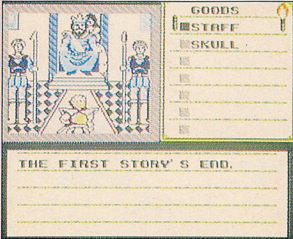
Nintendo
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Dear ASK THE PROS,

In Shadowgate, when you win the game, the King talks to you and says something about "The first story's end." Does this mean there is another story or quest or second level or something?

Brian Burns, Upland, California



Dear Brian,

Congratulations on finishing the game! You must be a real puzzle expert to get through this cart. To best answer your question, we called Kemco-Seika.



They assured us that there is no second level and as of right now, no sequel. However, you'll be happy to know that Kemco-Seika will be releasing "Déjà Vu," a mystery-adventure created by the same folks who created Shadowgate, ICOM Simulations. Look for Déjà Vu around Christmas time.

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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Ask the Pros

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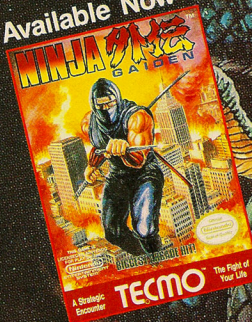
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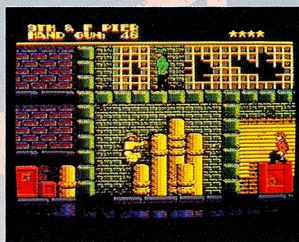
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Short ProShots

Nintendo

Dick Tracy (Bandai)



Things are looking pretty sticky for old Tricky Dick. Dick Tracy that is, the slick detective of comic strip – and soon to be movie star (via Warren Beatty) fame. Now, the saga has gone one step further and Old D.T. is on top of everything else, cart-smart for the Nintendo. No joke! You as detective Dick Tracy in this one player, multi-level game have got to rid the city streets of the notorious “Big Boy” Caprice and his slimy mobster counterparts before they eliminate D.T. by framing him for murder! Flattop, Pruneface, The Rodent, Itchy plus that mysterious newcomer, the Blank, are all there in full force. Will the streets ever be safe again? Keep your eyes open for this cart and help Dick “take a bite out of crime.”

Klax (Tengen)



There are stacks and stacks of trouble to be had in Klax, the latest addition to the NES family. Here's how it goes. You must stack by color five different rows of tiles. The tough part is that the tiles are rolling end over end directly towards you and you must catch them before they fall off the edge. Sound simple enough? No way! Just when you think you're on top of things, the tiles begin to gain momentum, flipping at you faster and faster. Good news, if you begin to suffer from mental meltdown just switch over to the second feature of this cart, Blob Ball. This slightly more relaxing Pong-style game requires you to prevent a spaceship from breaking out of your galaxy by smacking it back into the atmosphere with a paddle.

Genesis

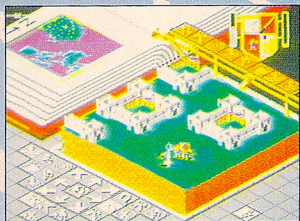
Cyberball (Sega)



Football has met an all time high. Cyberball, a new cart from Sega, couples all the great gameplay of football

with some glitzy hi-tech moves. To be more specific the gridiron brutes here are robots. Little if anything will stand in their way, and they're out to get your QB in a big bad way. The ball has a robotic twist. Burning up like a hot potato, this pigskin will blow up in your face if you hold onto it too long. Let's just say you may be blown away by this one!

Populous (Sega)



Who died and made you God?! We've all heard that one before. Well, guess what? In Populous, a new Genesis cart modeled after the PC hit, you can take on the role of the “divine creator.” What is it that you do when you're a God? Well, basically you have to keep your followers happy and protect them from opposing civilizations. Enticing newcomers into your fold makes you more powerful. You'll be amazed at the nifty things you can do such as creating earthquakes, floods, and even volcanoes. Experience Populous and you'll agree that having the weight of the world on your shoulders has never been so much fun!

Zany Golf (Sega)

The new kid on the block, Zany Golf, has got 11 holes of goofy golfin' guaranteed to keep you in stitches of frustrated laughter. Modeled after the Pee Wee golf concept, Zany Golf has got some unusual space age twists. Picture this, a split-level hole where the on-



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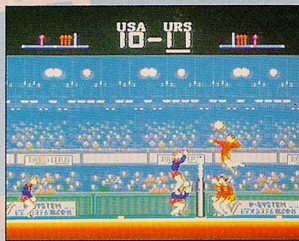
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ly way you can possibly get to the second level is to aim your ball towards two very inconspicuous buttons that activate a transporter and take you to the second level. Now that's "zany!"

TurboGrafx

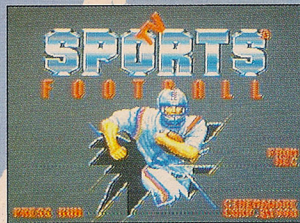
Super Volleyball (NEC)



It's designer volleyball for the NEC! You can choose your team's jersey color, each member's name as well as their strength and abilities. You can even set up a small handicap and the speed of your ball, too. Amazing graphics that create the look and feel of a smoky, hazy auditorium make this two-player, side view game as fascinating to watch as it is to play. NEC's "set" you up for some fast court play.

T.V. Sports Football (NEC)

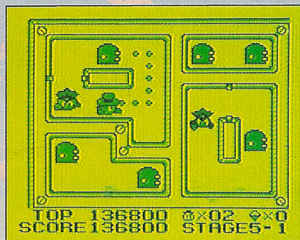
If you're a true blue football fan, you're gonna' go absolutely nuts over NEC's T.V. Sports Football. This cart's loaded



down with some never before seen scenes such as players waving to the camera and saying "hi mom" after a touch down, the post-touch down victory dance, as well as some spectacular game play. You can even play with up to five persons via the TurboTap.

Game Boy

Lock N' Chase (Data East)



Mystery, intrigue, exotic travel and danger all become part of your everyday life when you take on the role of an international thief and play the odds in Lock N' Chase, a big new title for the pint-sized Game Boy. Living on the edge is the name of the game as you wind your way through a series of gem and money-laden mazes, while trying to remain one step ahead of the law. Pick up as much cash as you can carry, and you'll be whisked away to the next level. With multiple levels of challenge you can look forward to hours of suspense as you stay one step ahead of the law.

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Nintendo and MIT?

You bet! **Nintendo of America** has announced that their parent company, **Nintendo Co., Ltd.**, will establish a fund at the Massachusetts Institute of Technology's Media Laboratory. The fund will support research that investigates how children learn while they play. The Nintendo Fund, endowed with \$3 million, will specifically support the research of Dr. Seymour Papert. Papert's work focuses on developing high-tech learning tools that "look and feel more like Nintendo games than school books." His belief is that traditional teaching methods are increasingly out of touch with children raised in our technological age.

Nolan Bushnell Joins Commodore

Nolan Bushnell, father of the videogame industry, has become General Manager of **Commodore's** new consumer interactive products division. The division is working on Commodore's Dynamic Total Vision (CDTV). This product is billed as the first interactive compact disc-based multimedia system. Look for more on this new system in upcoming issues.

PC and Nintendo Go Hand in Hand

Duo is introducing a family computer with a twist – it's Nintendo and IBM compatible. The Duo PC is a 5 1/4" floppy disk drive computer that works with Nintendo game cartridges or IBM MS-DOS compatible programs with VGA/EGA/

CGA graphics on a regular television set. Watch the Cutting Edge for more on this hot new item.

Rent A Game

Game rental alternatives are springing up all over. One of the newest organizations is **The Game Service**, a company that offers game players the chance to rent popular titles for a month at a time. To become a part of the game service you pay \$99.99 plus \$24.00 to cover postage and handling. You then get to select one game a month to play and enjoy. Sounds intriguing, doesn't it? To find out more about this new company call 1-800-678-GAME.

Joystick, Joystick, Who's Got the Joystick

Acemore International has announced that they are taking over distribution of the Freedom Stick, Freedom Connection, and several other joystick products formerly distributed by **Camerica**. In addition, Acemore will introduce two wireless joystick controls for TurboGrafx and Genesis.

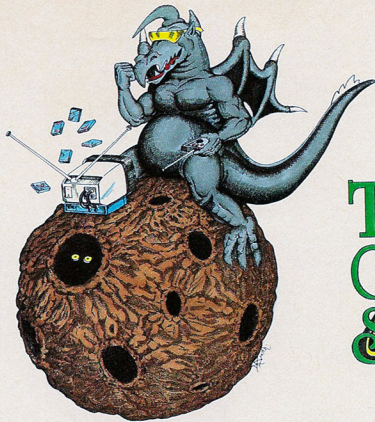
Sega Joins the Hall of Fame

Sega of America's Phantasy Star II was recently chosen as this year's inductee into the Software Hall of Fame. Phantasy Star, the original in the series, was a runner-up for the second year in a row. The Hall of Fame inductees are chosen by the

Computer Entertainer newsletter. The Hall of Fame has been in existence for the last eight years. In other news, Sega announced that they have signed James Buster Douglas, Heavyweight Champ of the World, to headline their boxing game entitled James Buster Douglas Knock-Out Boxing. The game will be available for the Genesis and Master System, as well as in the arcades. And Phantasy Star fans – look for Phantasy Star III for the Genesis to arrive in January of 1991.

And In Other News...

Activision has some interesting NES titles on-line. The Adventures of Rad Gravity is an exploration game that includes some interesting gravity situations. Galaxy 5000 is a sort of RC Pro Am in space. You'll have five different turbo crafts to pilot on tracks on different planets. **Activision** is also planning an October release of Mondu's Fight Palace for the Sega Genesis. The game, known as Tongue of the Fat Man to computer gamers, is a blast! As we write this column rumor has it that **Mediagenic**, Activision's parent company, is up for sale. More on this as it becomes available. **Capcom** has a series of top notch titles planned for the remainder of 1990. For the NES Yo Noid!, featuring Domino Pizza's Noid character, is coming in the fourth quarter. Street Fighter 2010, based on the arcade title Street Fighter, is scheduled for a September release. Mega Man 3, scheduled for a Christmas release, is the latest in the blockbuster Mega Man series. Little Nemo in Slumberland is a



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non-violent rescue game based on an old newspaper comic. The California Raisins star in The Grape Escape, a rescue adventure. Destiny of an Emperor is a second century China role play title. And for Game Boy, Duck Tales!

Hey, would you like a World Championship Wrestling T-Shirt? To get one for free you simply have to purchase three **FCI** games before December 31, 1990. Send in all three of the UPC symbols from the boxes, along with your cash register receipts and \$2.00 for shipping and handling, and FCI will send you a T-Shirt. FCI is looking to make a big splash with role play titles this year. Look for Heroes of the Lance, an action adventure title which is the first in a series of Advanced Dungeons and Dragons titles. The second game in the series, Pool of Radiance, is coming late in 1990. Ultima, Quest of the Avatar, is FCI's sequel to their top selling Ultima role play adventure. And finally, the Bard's Tale, a best selling PC title, features you as a wandering minstrel in an unusual role play quest where you use your repertoire of songs to battle your enemies. For the Game Boy FCI is releasing Tasmania Story, in which you search for an elusive Tasmanian tiger and encounter all kinds of Australian wildlife, and Bubble Ghost, based on a popular PC title where you're a ghost trying to guide a bubble through a haunted mansion.

Gametek has announced a commitment to non-violent video-game entertainment. Their newest NES title is Harlem Globetrotter's Basketball. Based, of course, on those five legendary hoopsters with all of the magic moves the title even

features the tune of "Sweet Georgia Brown." **HAL America** is working on a role playing adventure title called Day-dreamin' Davey. The game features a boy whose mind wanders during school. He finds himself in the middle of adventures in the Old West, Ancient Greece, the days of King Arthur, and other fantasy worlds. Watch for **Hi-Tech Expressions'** interesting ORB 3D title. The game is the first full-color true stereoscopic 3-D game for the NES. During gameplay the player works through 30 mystical puzzles, mastering hidden obstacles and moving targets. The game comes with its own pair of 3-D glasses. Keep an eye out for the Chessmaster. Old news? Not for the Game Boy! This chess title should adapt very well to the Game Boy format.

Konami/Ultra is on track with a slew of hard-hitting titles for the second half of 1990. Bill Elliot's NASCAR Challenge features stock car racing endorsed by NASCAR. Castlevania III is the latest adventure in the Castlevania series and looks to be an excellent title. In this quest you play Trevor, Simon's forefather, battling your way to Count Dracula. An adventure title based on the popular TV series Mission Impossible, puts you in command of three different IMF agents while trying to rescue a kidnapped Doctor and prevent a terrorist group from destroying the world! Ski or Die is an amusing sports adventure where you test your skills at a variety of winter sports. Pirates, based on a popular computer title, is a historic recreation of a battle on the Spanish Main. Try to capture treasure, prestige, and power! And in what's likely to be one of the hottest

NES titles of the year **Konami/Ultra** is bringing us another Teenage Mutant Ninja Turtles title - the arcade game version! Game Boy titles from Konami/Ultra will feature Teenage Mutant Ninja Turtles (see July issue of GamePro), the Lone Ranger (a western shoot-em-up), Bill Elliot's NASCAR Racing, Blades of Steel (the smash hockey hit), and NHL Football. **Konami** is also working on an unusual peripheral currently known as the Laser Scope Voice Command Stereo Headset. The headset allows the player hands-free control. Fire is directed when the player moves his head and lines it up with an electronic scope in his target. Voice commands activate the firing sequence. It should give players a feel for what it's like to fly a sophisticated jet fighter.

NEC has signed an agreement with **ICOM Simulations** to produce two new CD-ROM games for the TurboGrafx. The titles will be Sherlock Holmes, Consulting Detective, a mystery/ adventure game based on the Arthur Doyle character, and Camp California, an original title featuring music from the Beach Boys. **Parker Brothers** will be following up their first NES title, Heavy Shreddin', with two unusual games. Drac's Night Out, scheduled for first quarter of '91, is an adventure title that centers around a character Drac who wears Reebok The Pump™ shoes. Drac can jump higher when the shoes are inflated. **Parker Brothers** has also licensed New Kids on the Block for a video game that will target the group's admiring fans. We'll let you know more on this one closer to its second quarter '91 release date.

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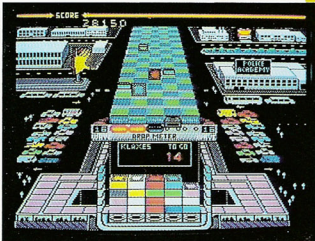
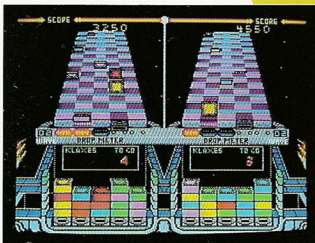
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